



FIG. 1

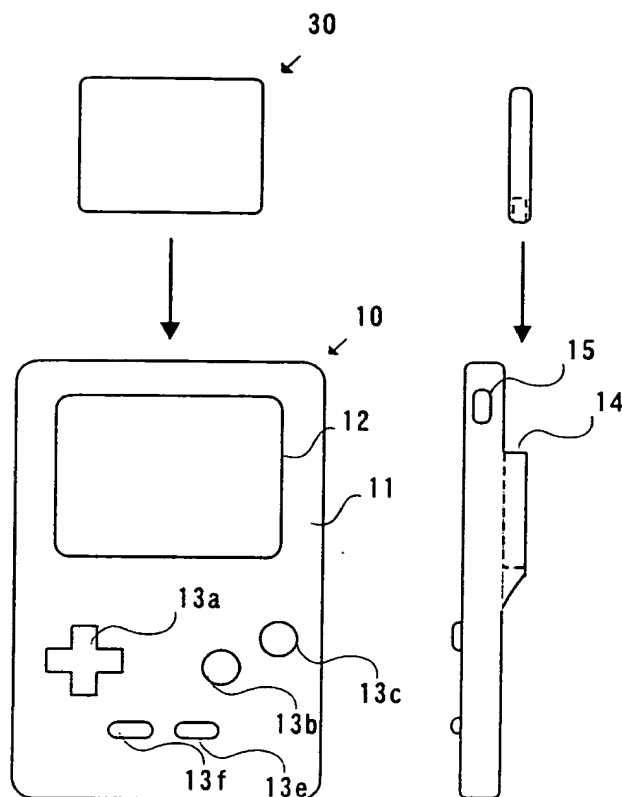


FIG. 2

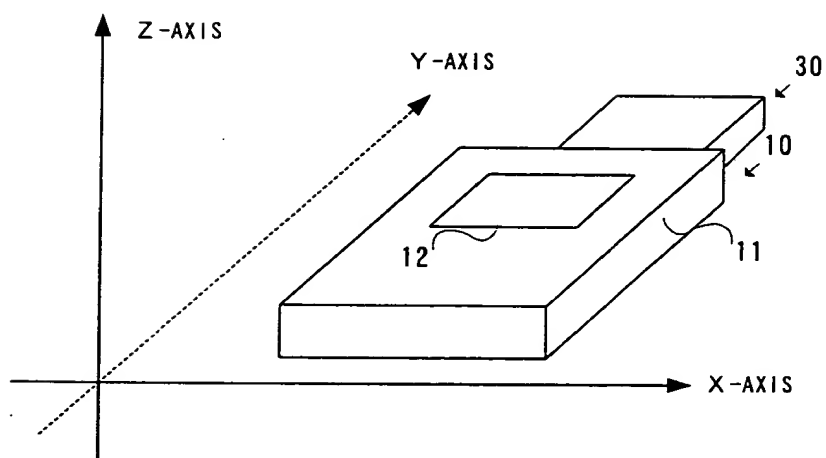


FIG. 3

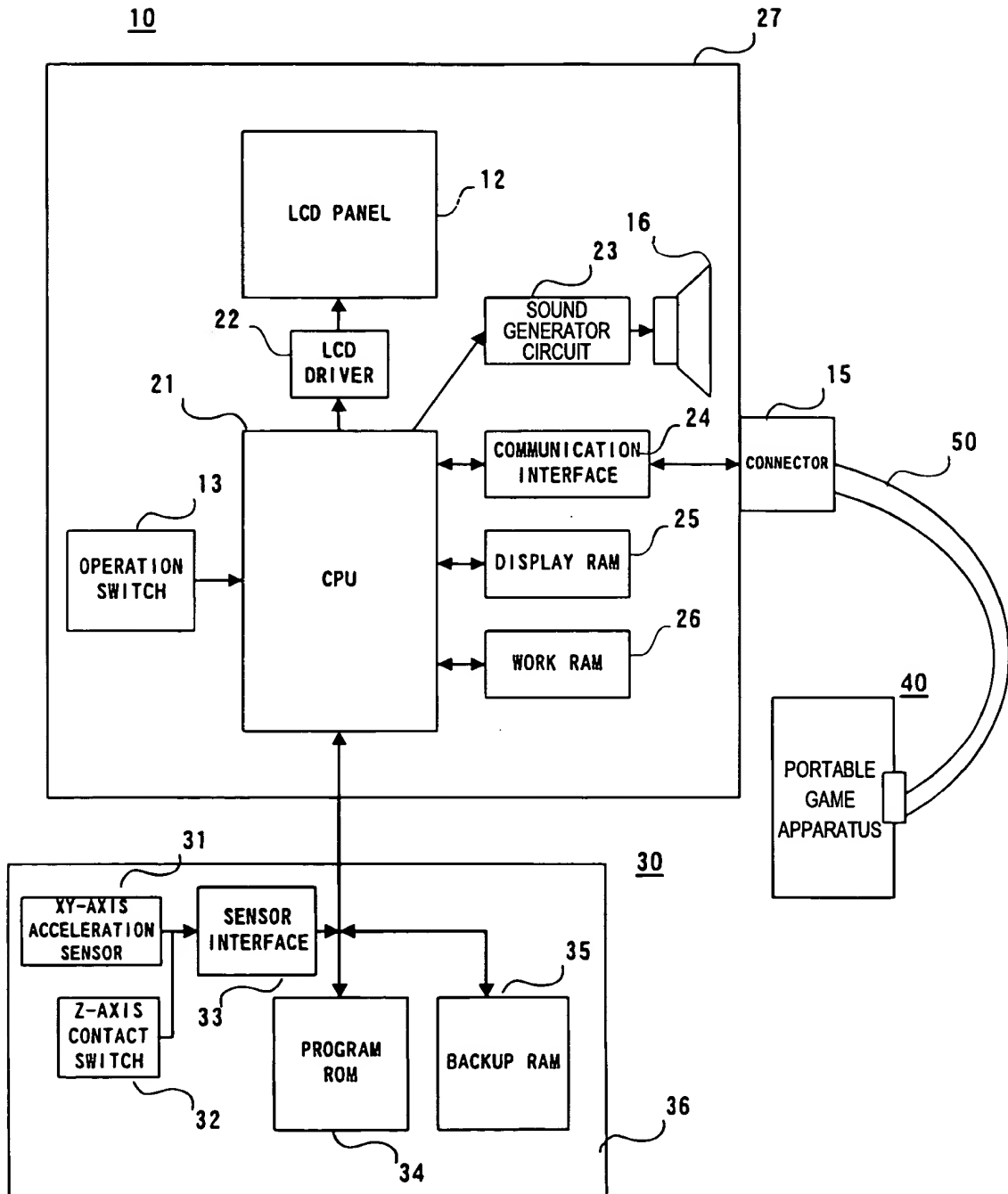


FIG. 4

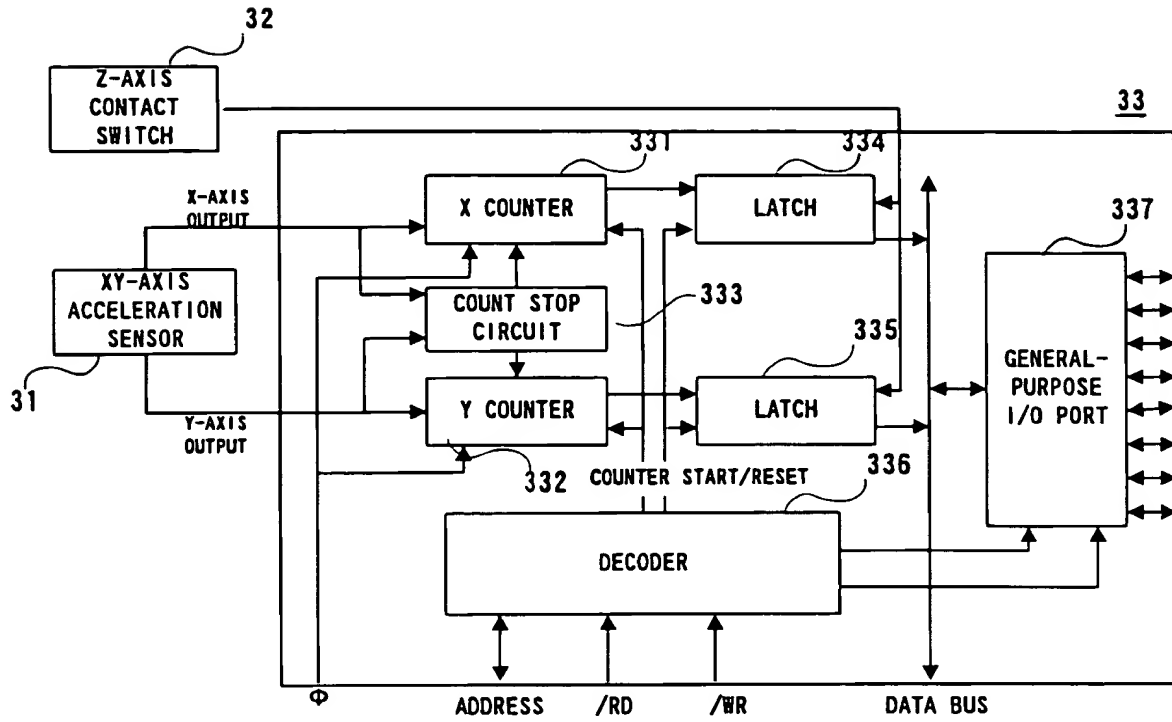


FIG. 5





FIG. 6

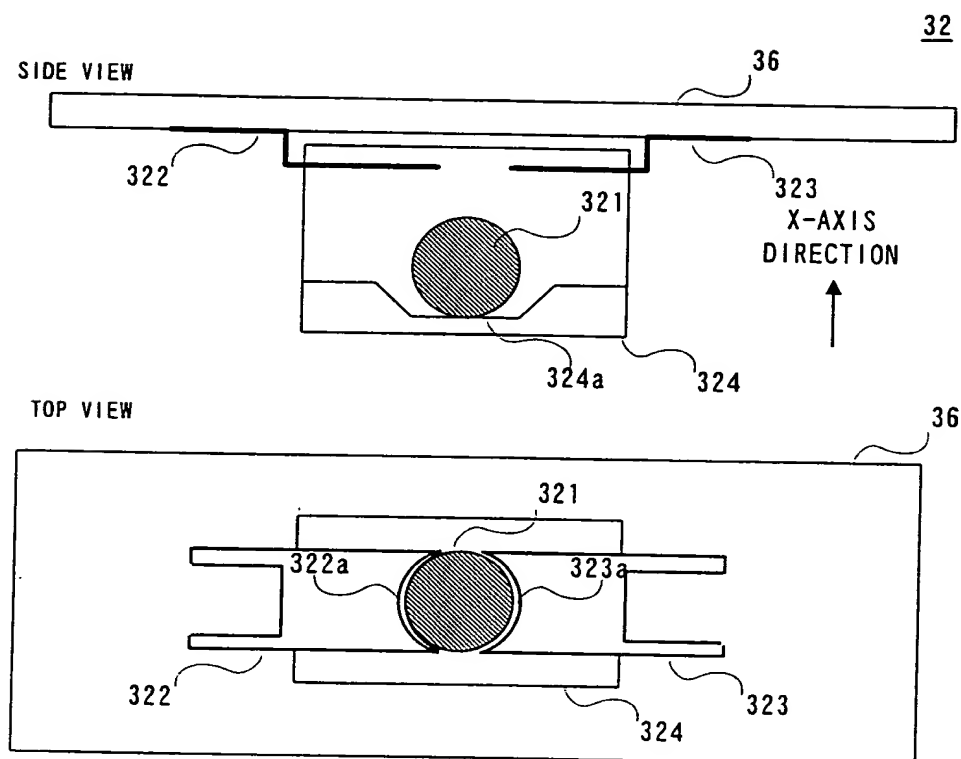


FIG. 7

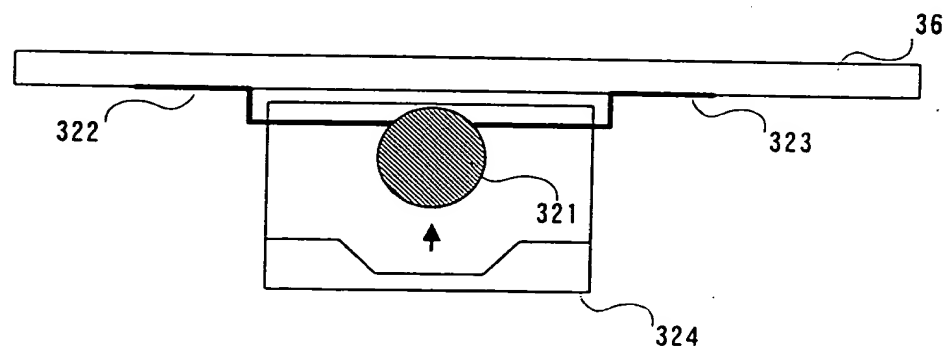




FIG. 8

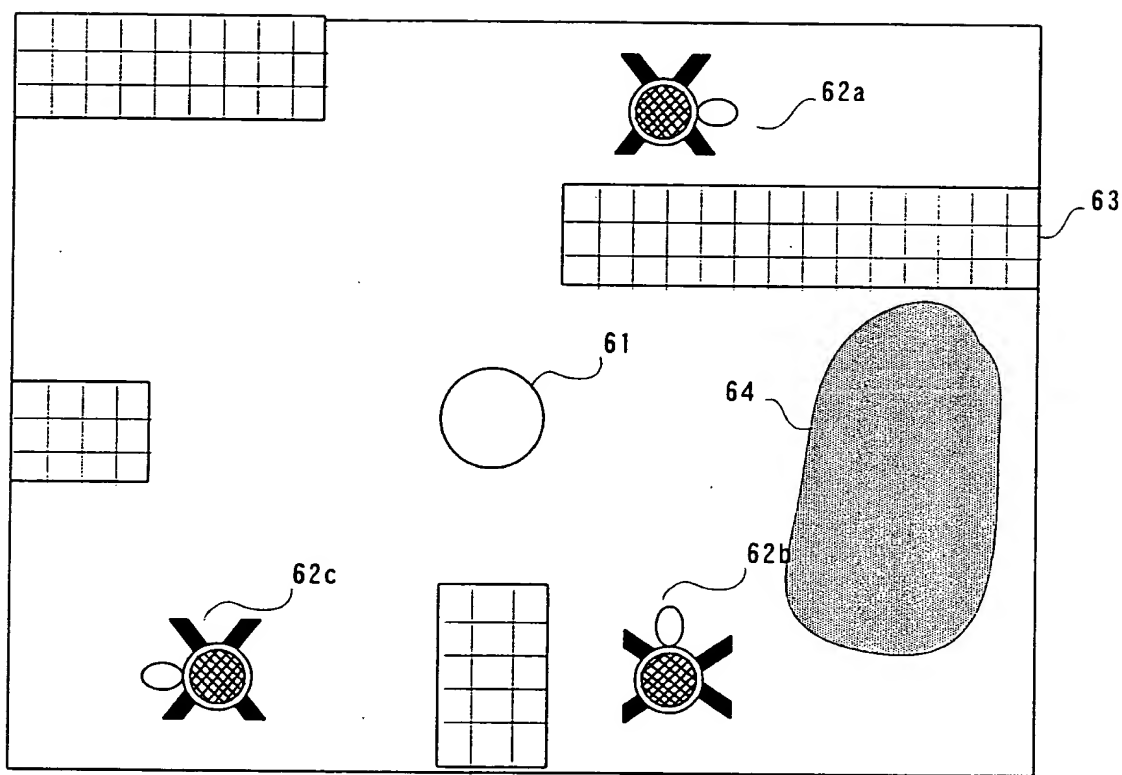




FIG. 9

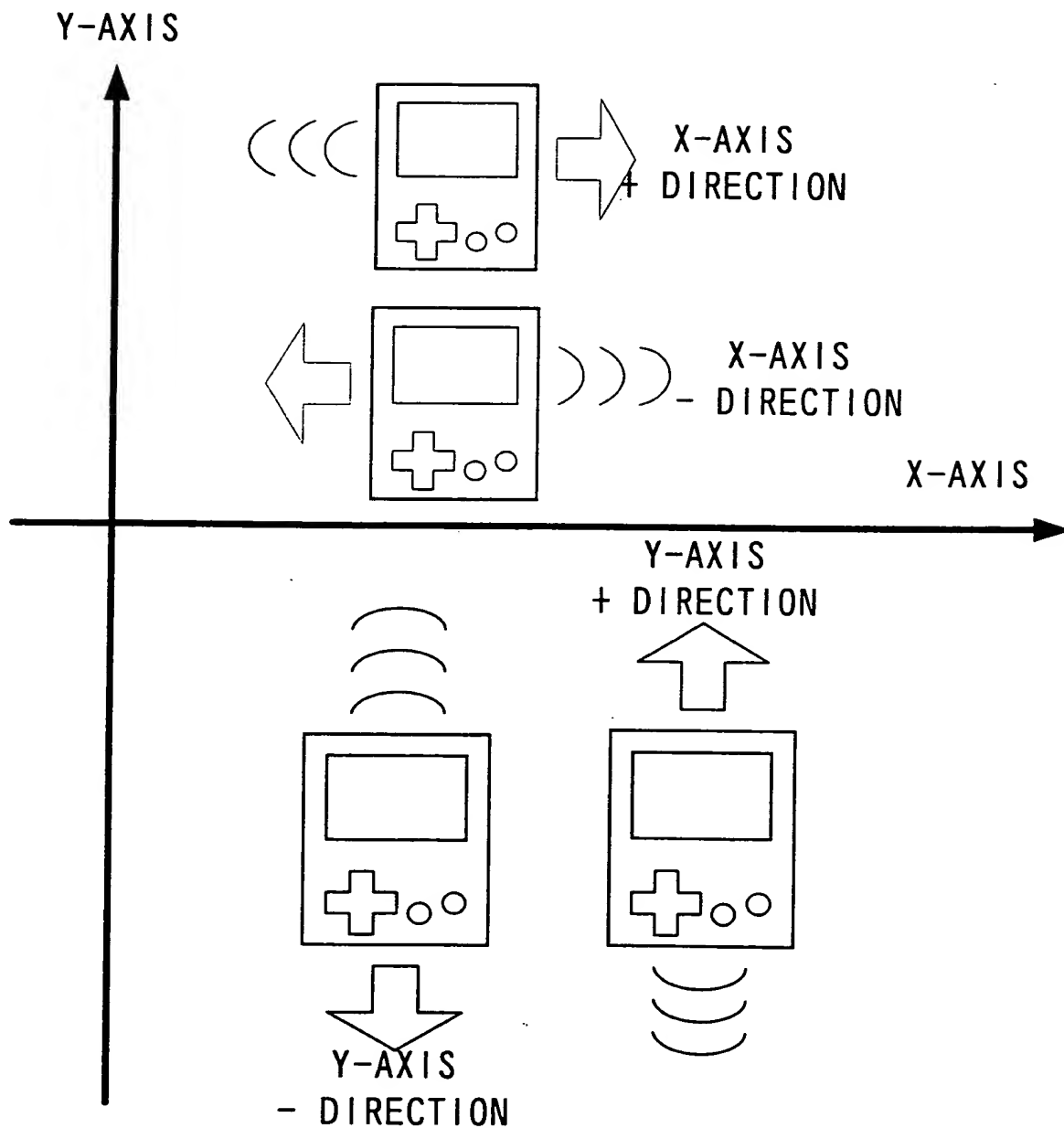




FIG. 10

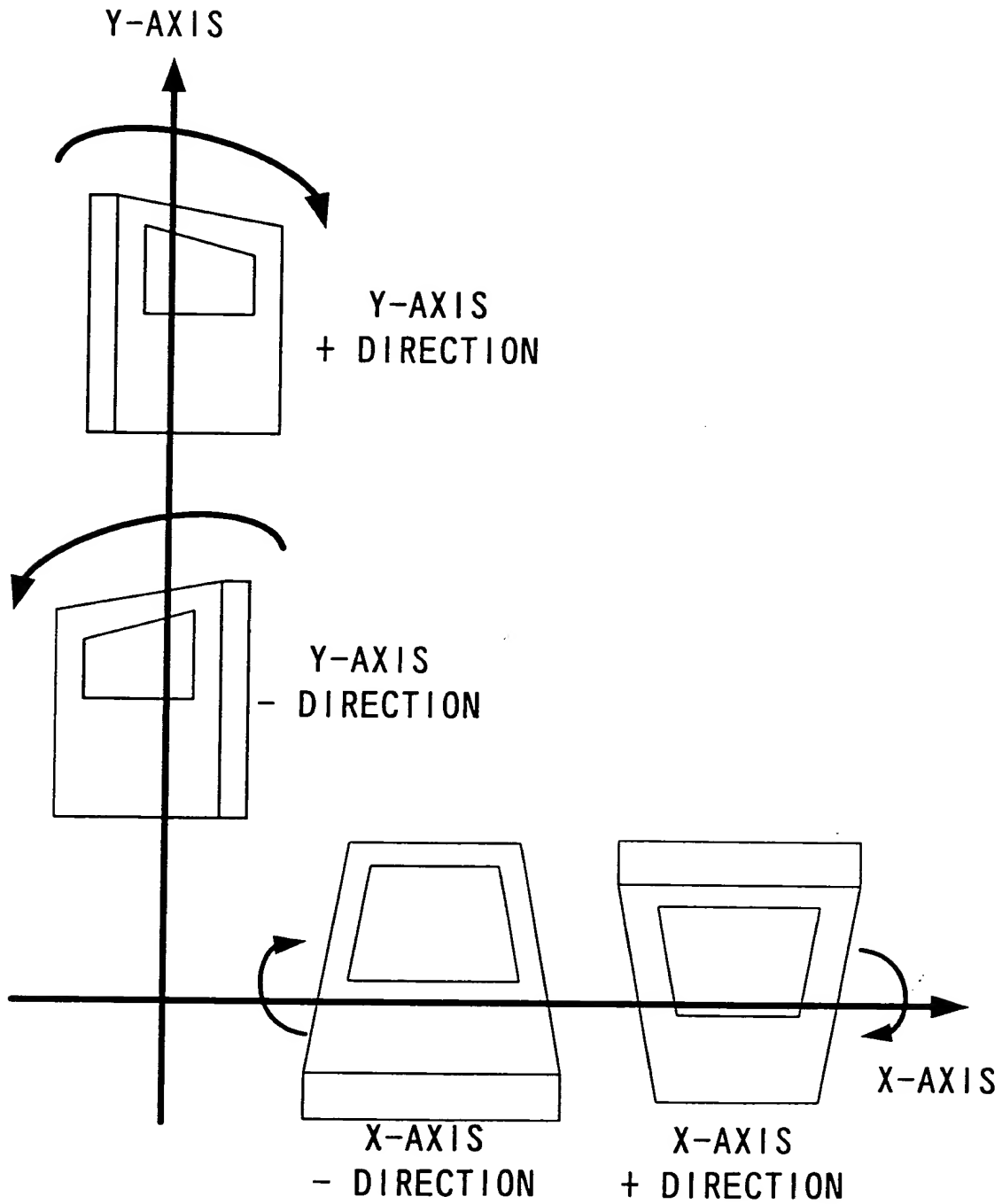




FIG. 11

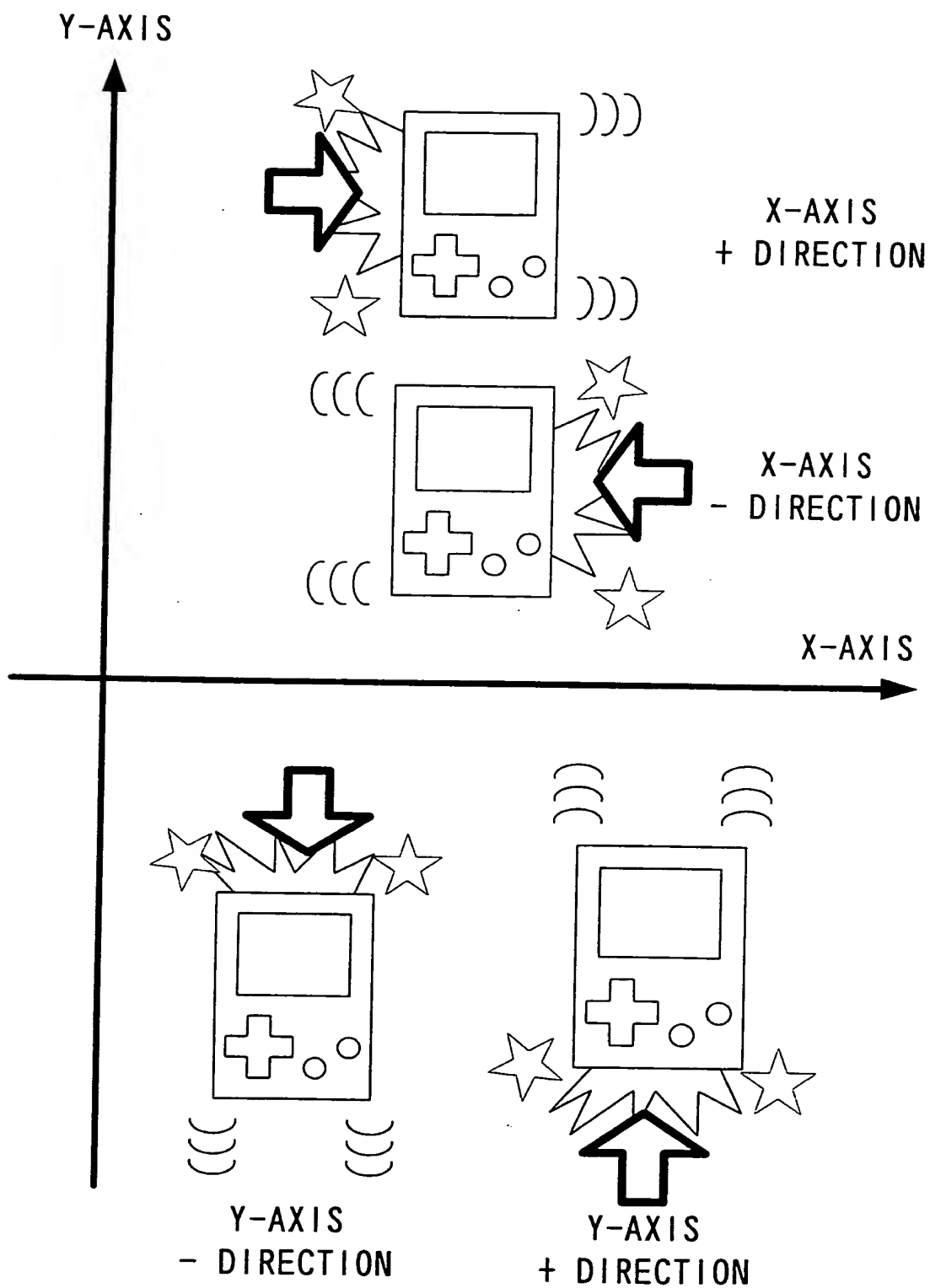




FIG. 12

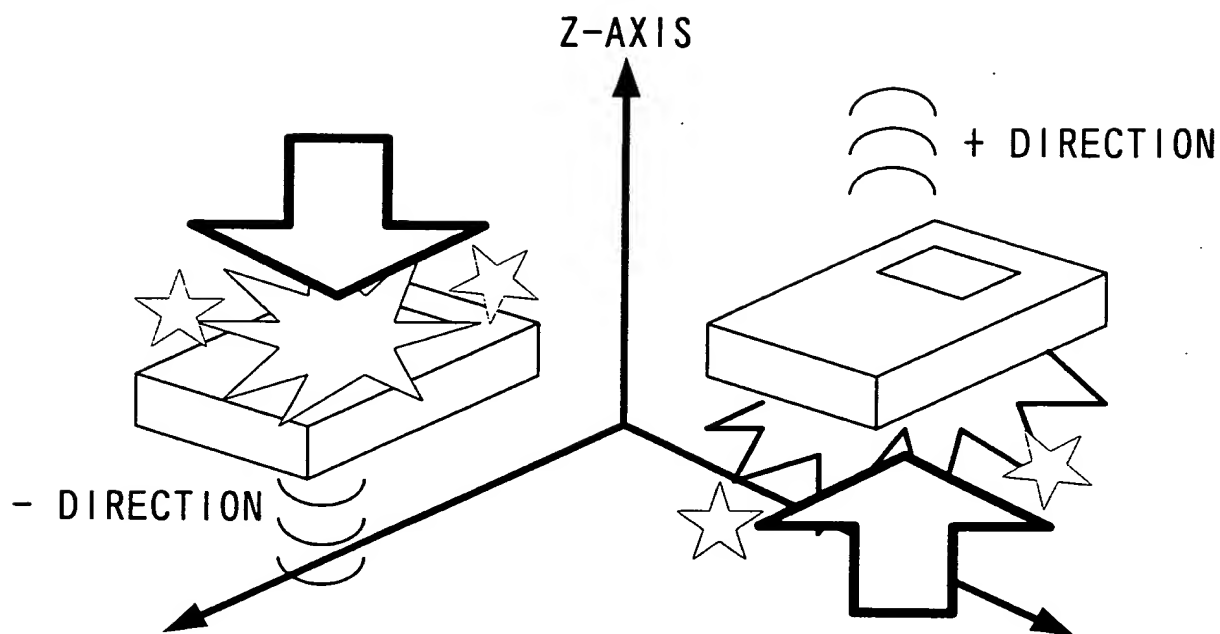
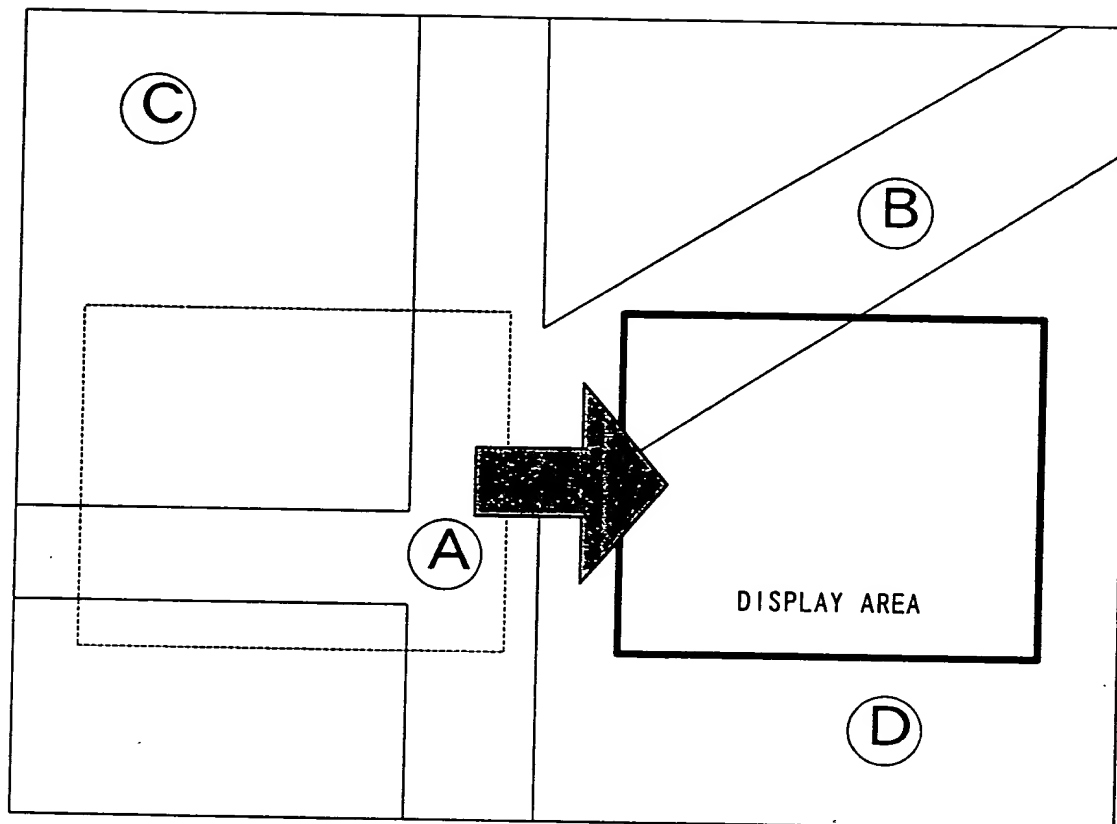




FIG. 13



VIRTUAL MAP

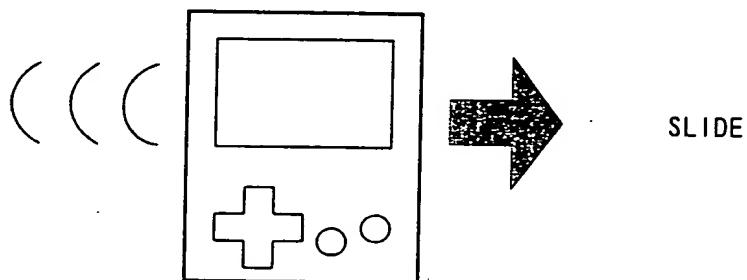




FIG. 14

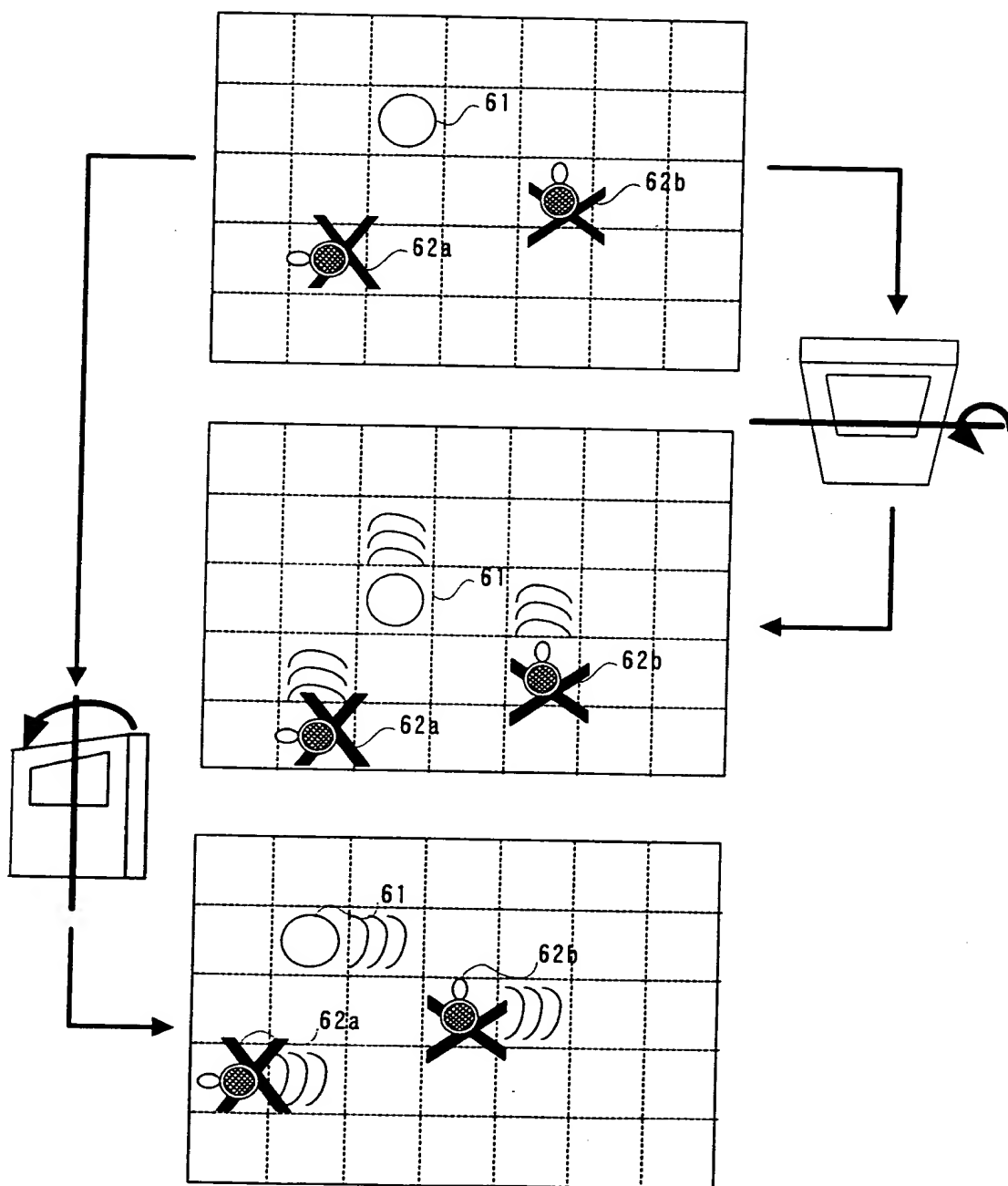


FIG. 15

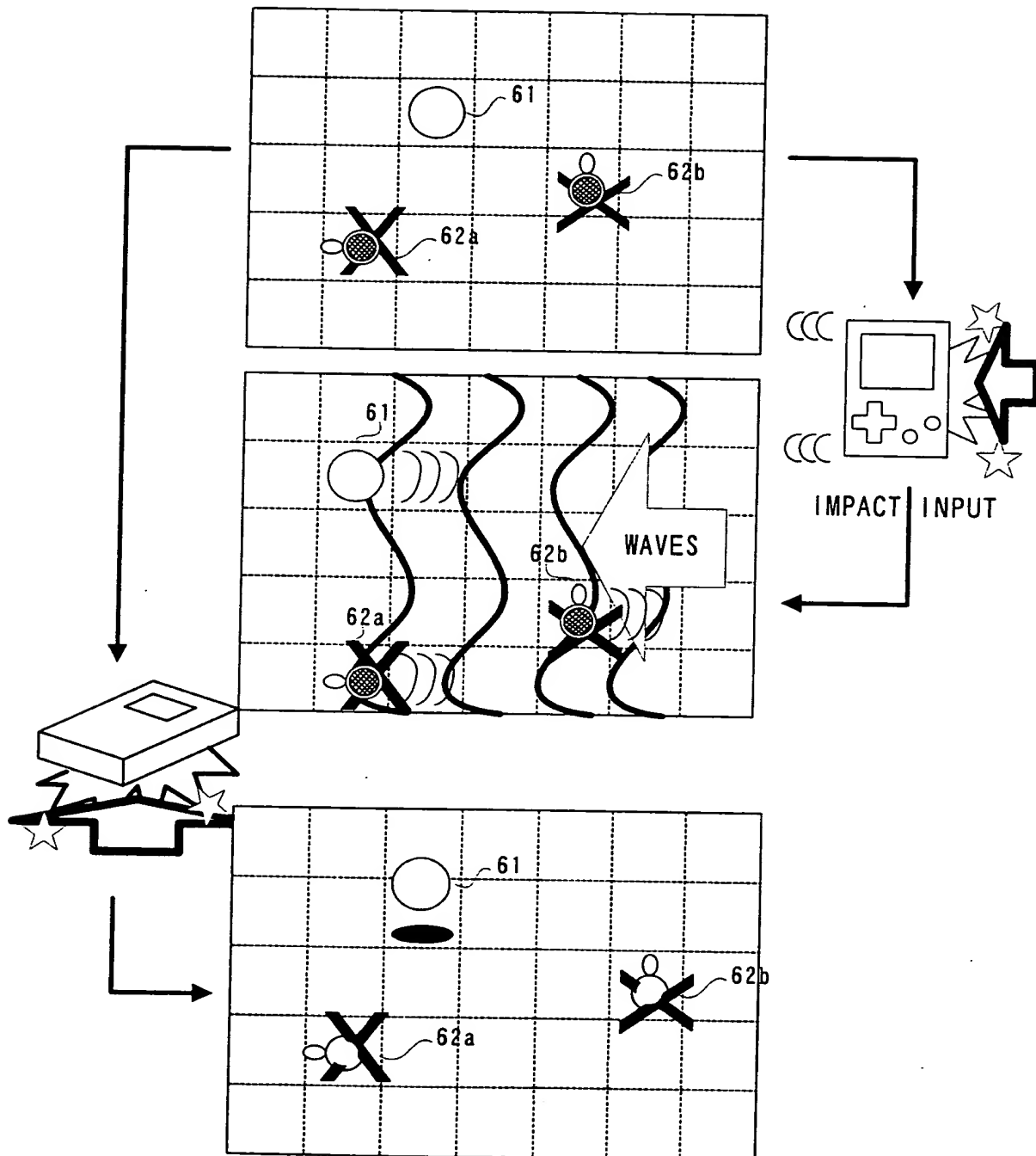




FIG. 16

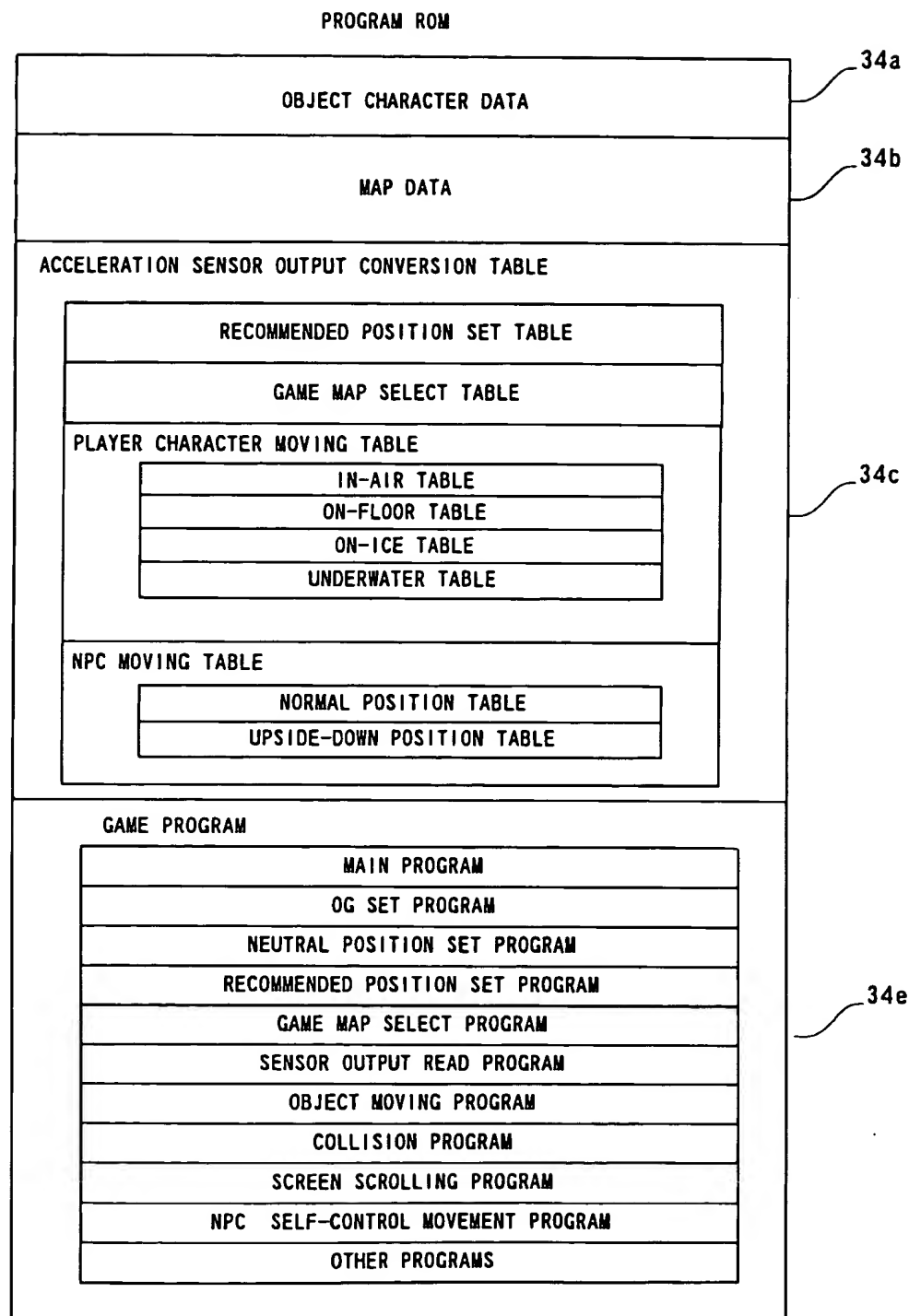




FIG. 17

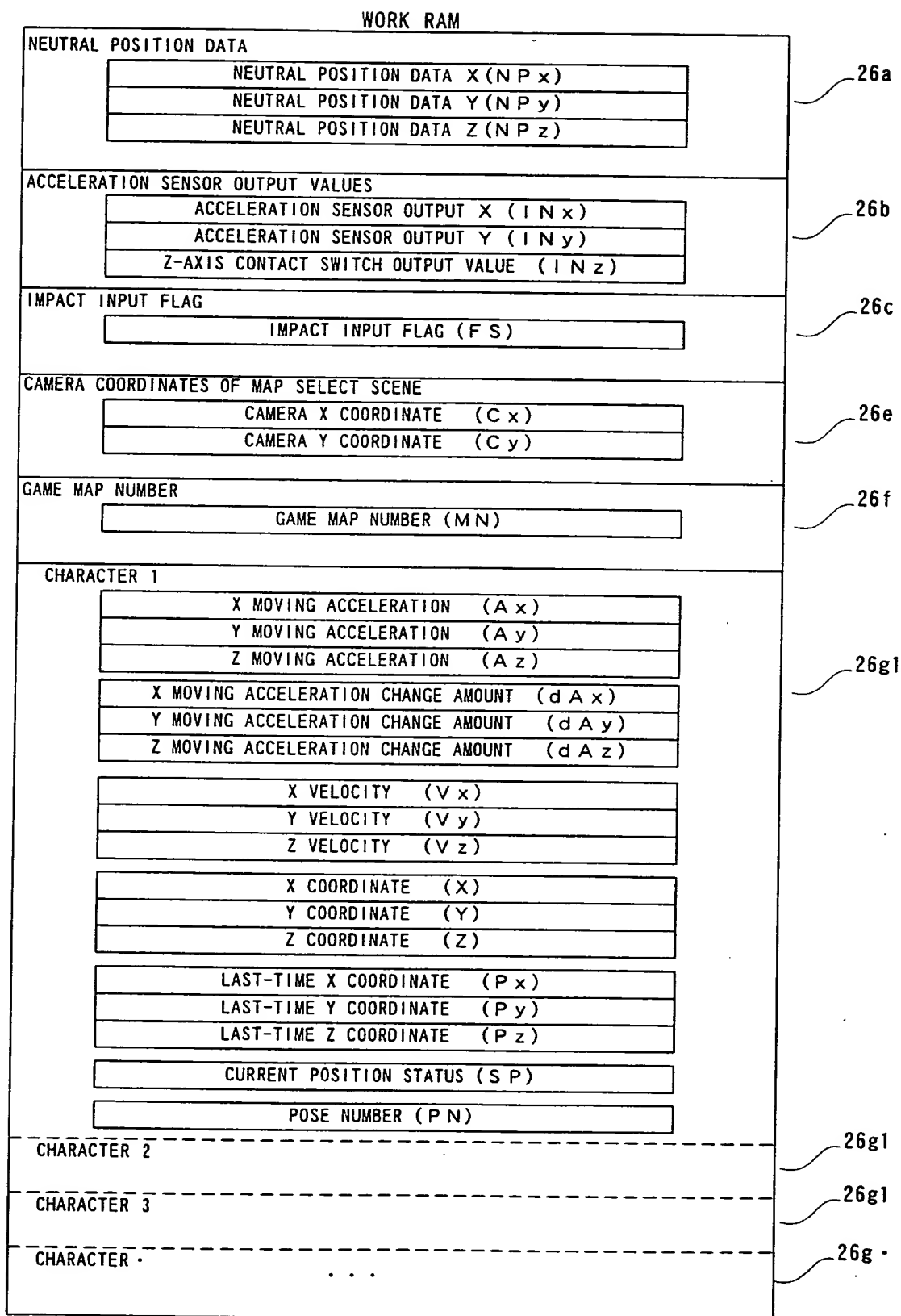




FIG. 18

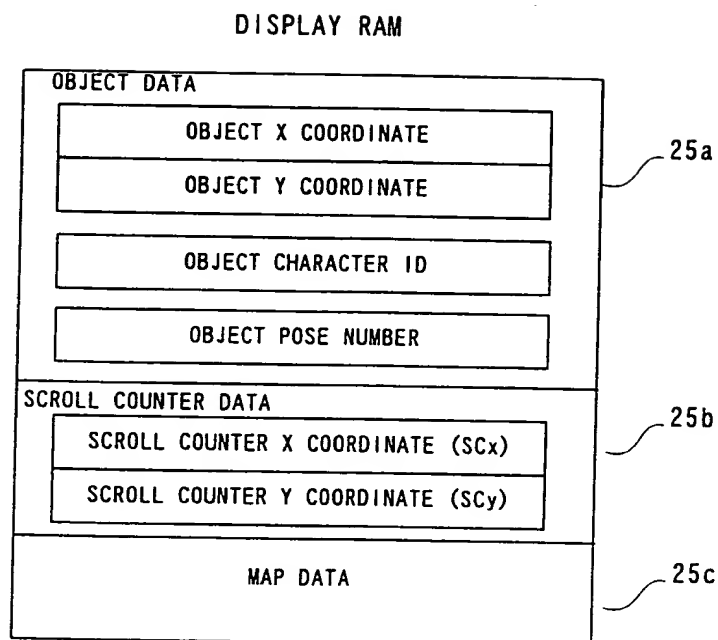


FIG. 19

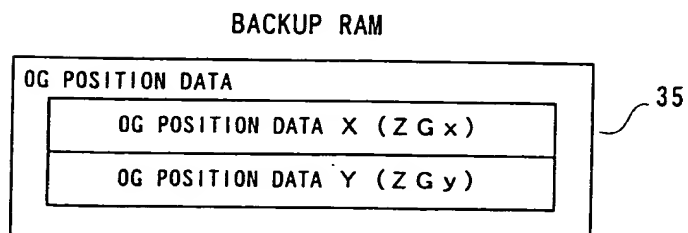




FIG. 20

GAME MAP SELECT PROCESSING TABLE

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X (INx)	CHANGE AMOUNT OF CAMERA X COORDINATE (Cx)	$\times 2$	—	—	—	—
SENSOR OUTPUT VALUE Y (INy)	CHANGE AMOUNT OF CAMERA Y COORDINATE (Cy)	$\times 2$	—	—	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	MAP DECISION	—	—	—	—	—
IMPACT INPUT FLAG (FS)	—	—	—	—	—	—

FIG. 21

PLAYER CHARACTER MOVING TABLE (IN-AIR)

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X (INx)	—	—	—	—	—	—
SENSOR OUTPUT VALUE Y (INy)	—	—	—	—	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 1$	—	—	—	—
IMPACT INPUT FLAG (FS)	—	—	—	—	—	—





FIG. 22

PLAYER CHARACTER MOVING TABLE (ON-FLOOR)

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 2$	$ n_x  > 20$	40	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (dAy)	$\times 2$	$ n_y  > 20$	40	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 1$	—	—	—	—
IMPACT INPUT FLAG (FS)	CHANGE AMOUNT OF XY MOVING ACCELERATION (dAx, dAy)	$\times 3$	—	—	—	—

FIG. 23

PLAYER CHARACTER MOVING TABLE (ON-ICE)

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 3$	$ n_x  > 20$	60	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (dAy)	$\times 3$	$ n_y  > 20$	60	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 1$	—	—	—	—
IMPACT INPUT FLAG (FS)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 5$	—	—	—	—



FIG. 24

PLAYER CHARACTER MOVING TABLE (UNDERWATER)

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 1 / 2$	$lnx > 20$	60	—	—
SENSOR OUTPUT VALUE Y(INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (dAy)	$\times 1 / 2$	$lny > 20$	60	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	CHANGE AMOUNT OF Z MOVING ACCELERATION (dAz)	$\times 1$	—	—	—	—
IMPACT INPUT FLAG (FS)	—	—	—	—	—	—

FIG. 25

NPC MOVING TABLE (FOR TORTOISE NORMAL POSITION)

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 1 / 2$	$lnx < 10$	0	$lnx > 20$	10
SENSOR OUTPUT VALUE Y(INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (dAy)	$\times 1 / 2$	$lny < 10$	0	$lny > 20$	10
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	POSITION INVERSION	—	—	—	—	—
IMPACT INPUT FLAG (FS)	—	—	—	—	—	—



FIG. 26

NPC MOVING TABLE (FOR TORTOISE UPSIDE-DOWN POSITION)

	UTILIZATION METHOD	CORRECTION RATIO	PARTICULAR CORRECTION CONDITION 1	PARTICULAR CORRECTION NUMBER 1	PARTICULAR CORRECTION CONDITION 2	PARTICULAR CORRECTION NUMBER 2
SENSOR OUTOUT VALUE X(INx)	CHANGE AMOUNT OF X MOVING ACCELERATION (dAx)	$\times 2$	$ n_x  > 20$	40	—	
SENSOR OUTPUT VALUE Y(INy)	CHANGE AMOUNT OF Y MOVING ACCELERATION (dAy)	$\times 1$	$ n_y  > 20$	40	—	—
Z-AXIS CONTACT SW OUTPUT VALUE (INz)	POSITION INVERSION	—	—	—	—	—
IMPACT INPUT FLAG (FS)	—	—	—	—	—	—



FIG. 27

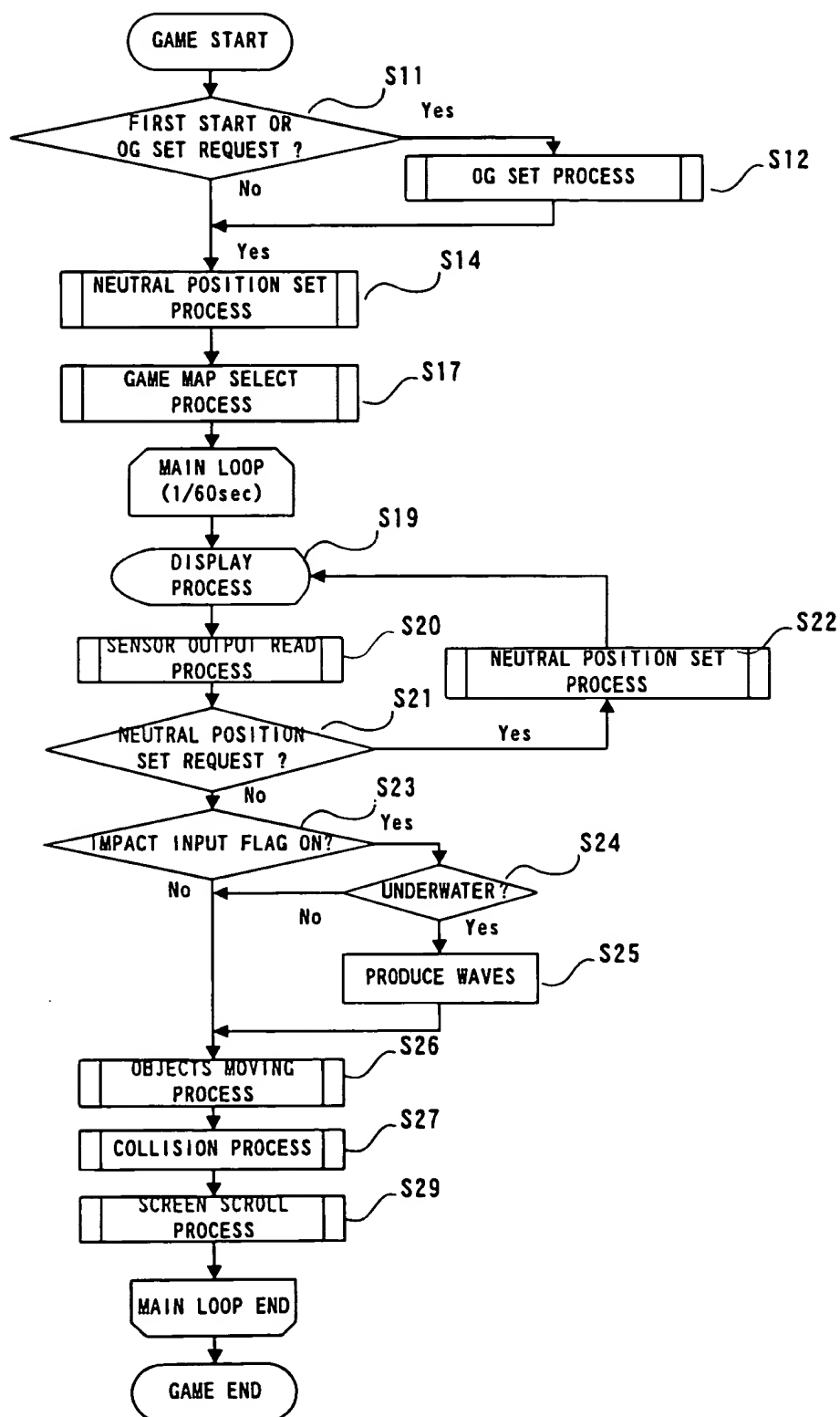


FIG. 28

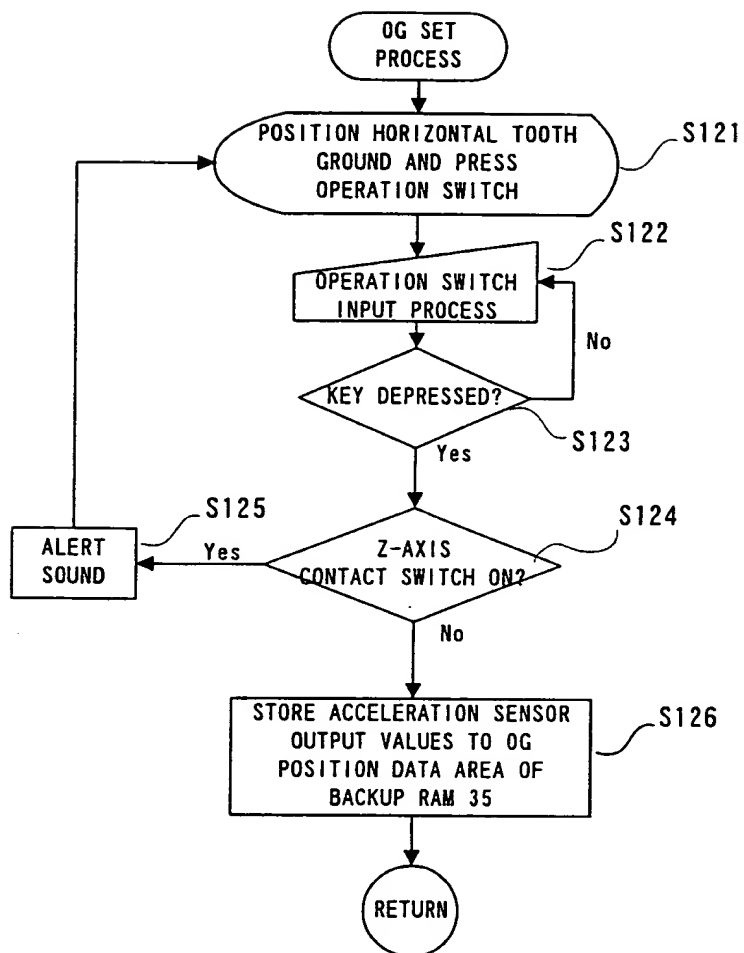




FIG. 29

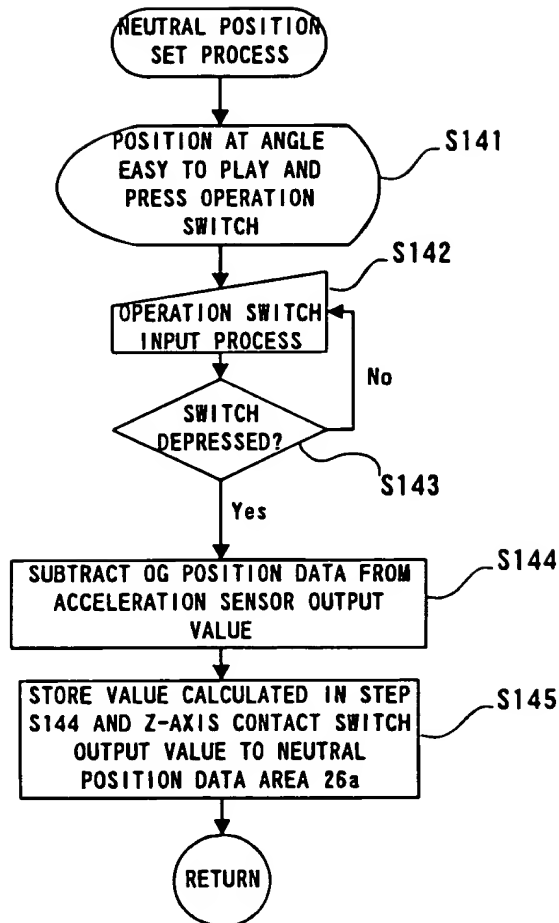


FIG. 30

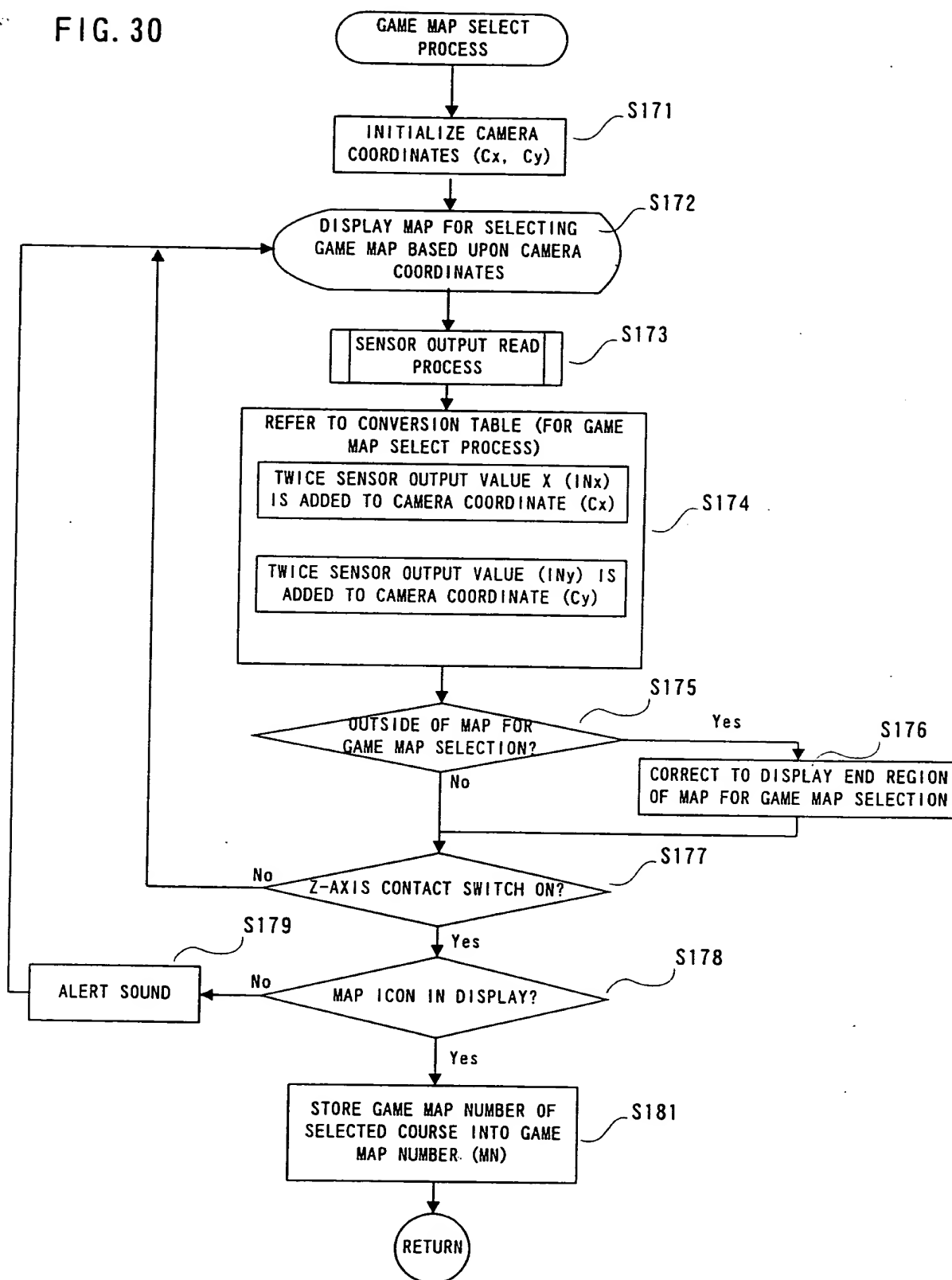




FIG. 31

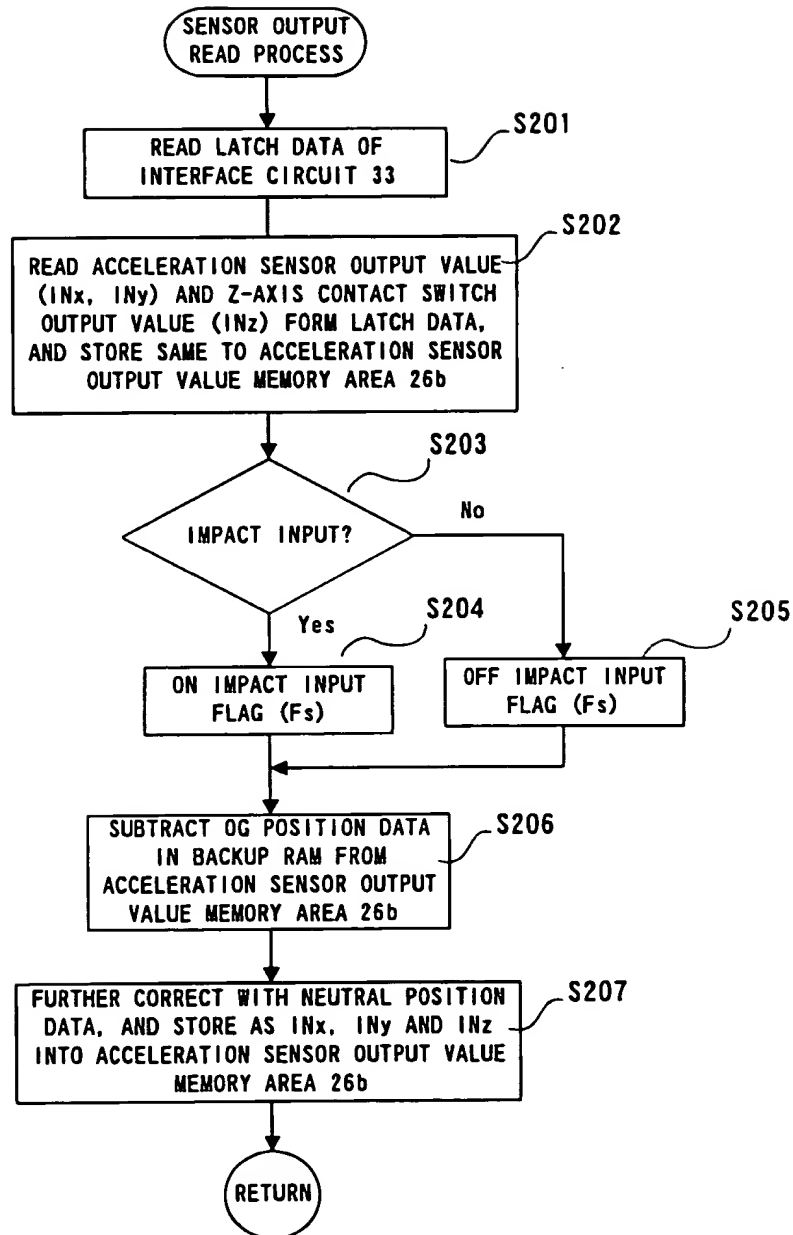






FIG. 32

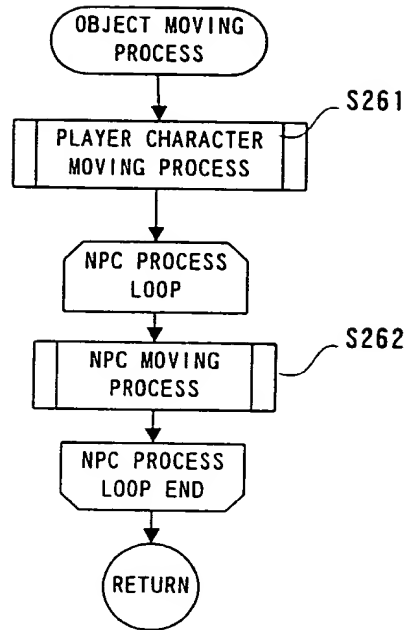


FIG. 33

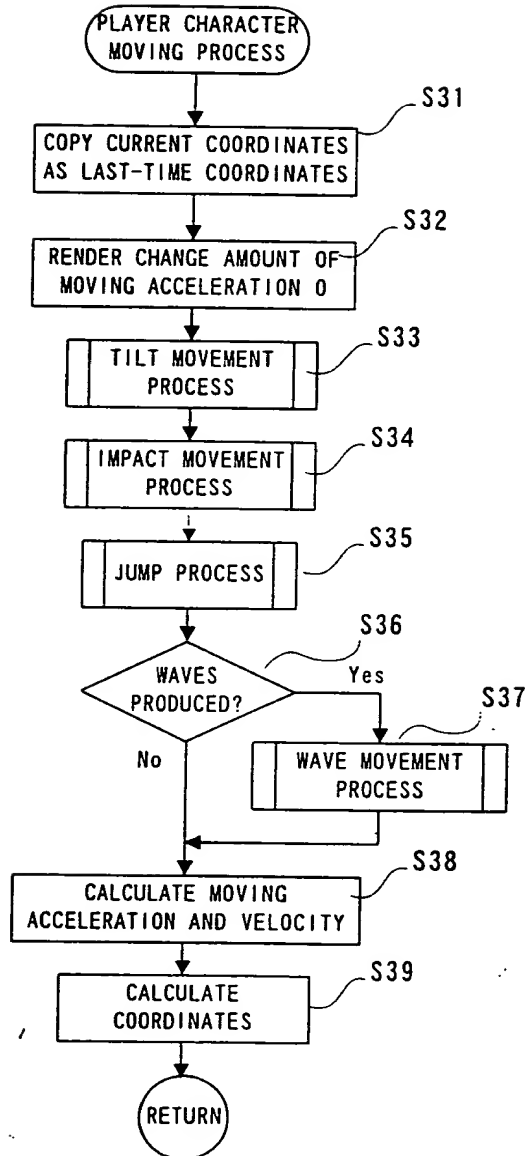




FIG. 34

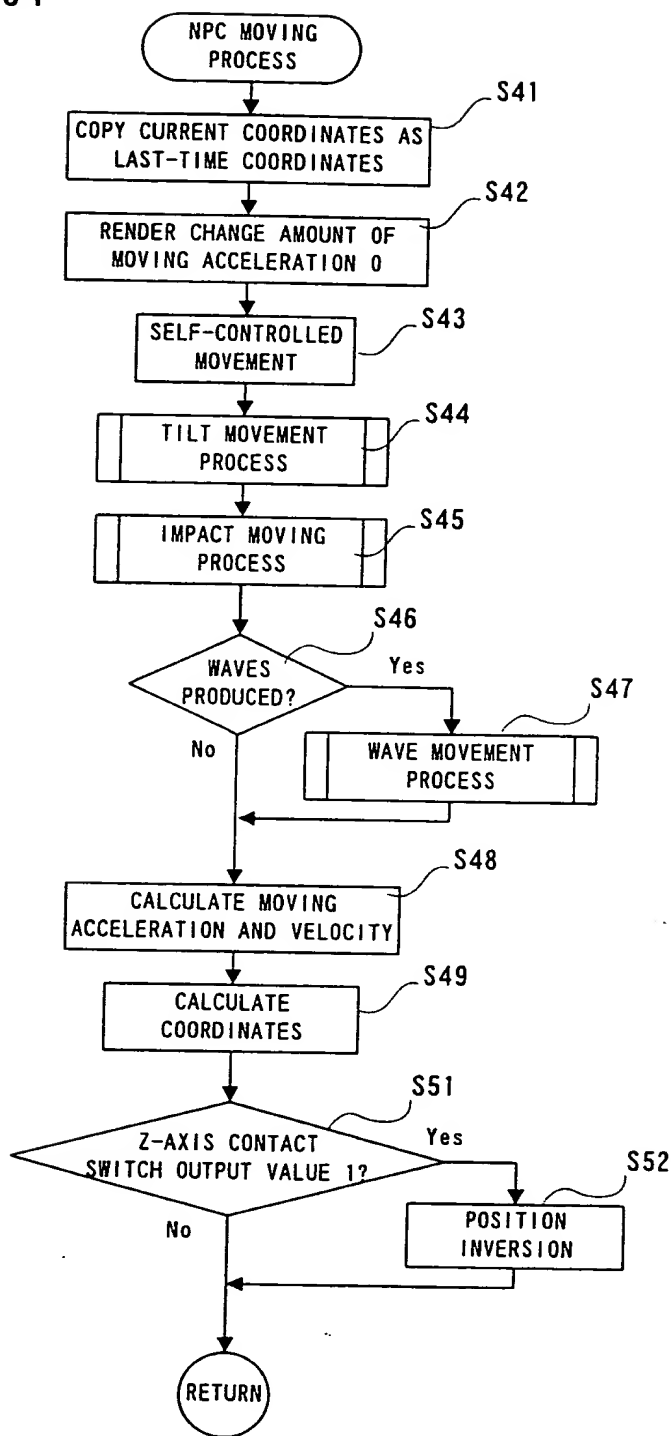




FIG. 35

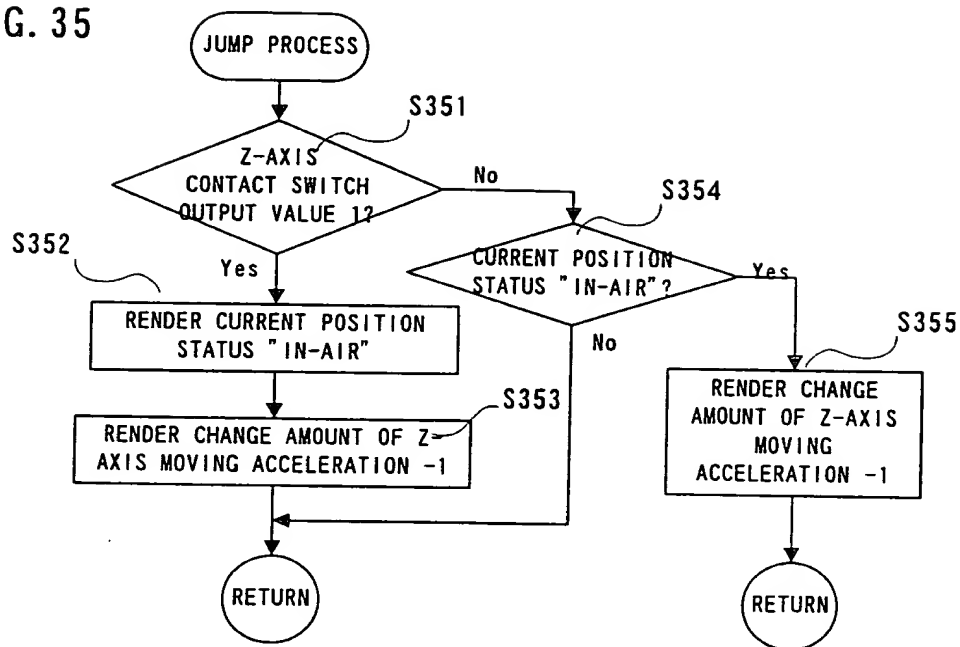
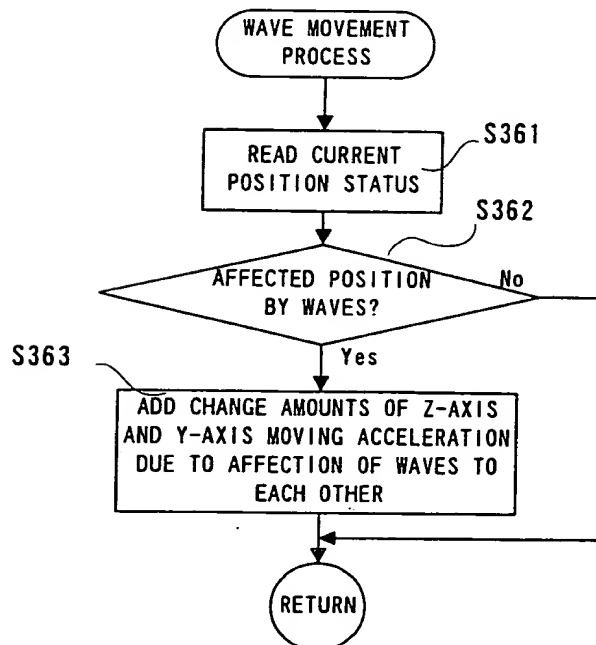


FIG. 36



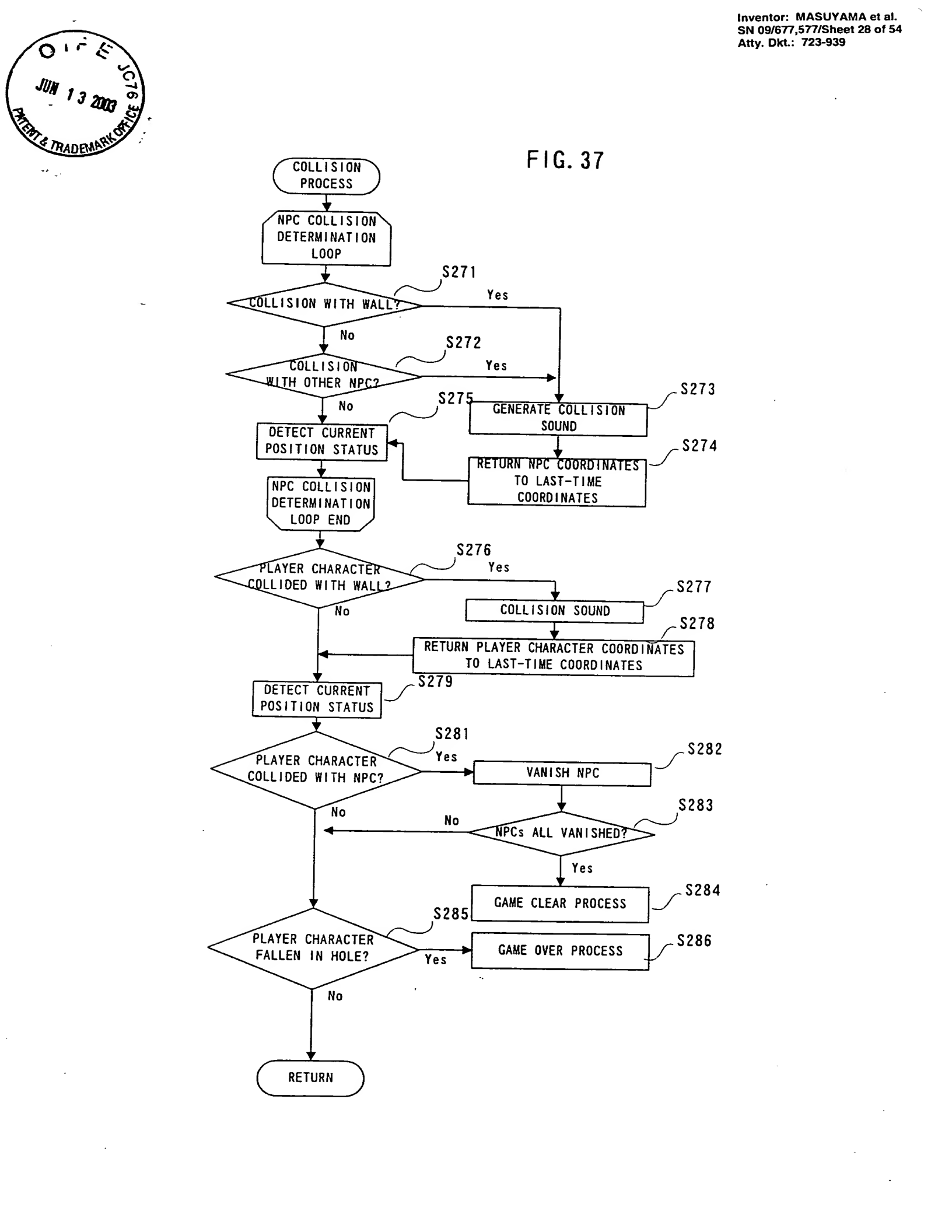


FIG. 38

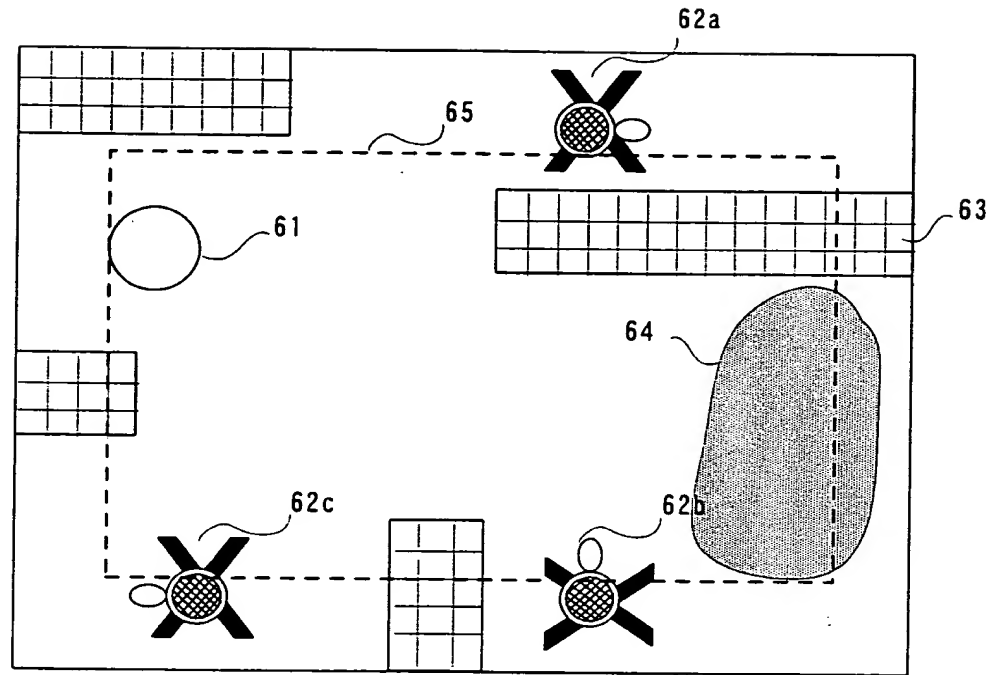


FIG. 39

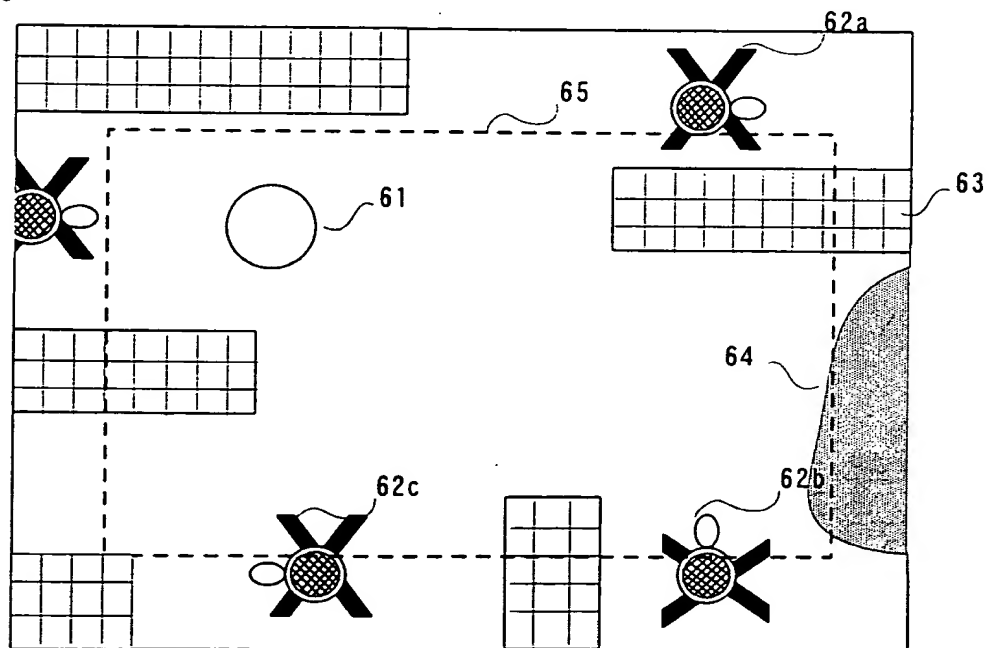


FIG. 40

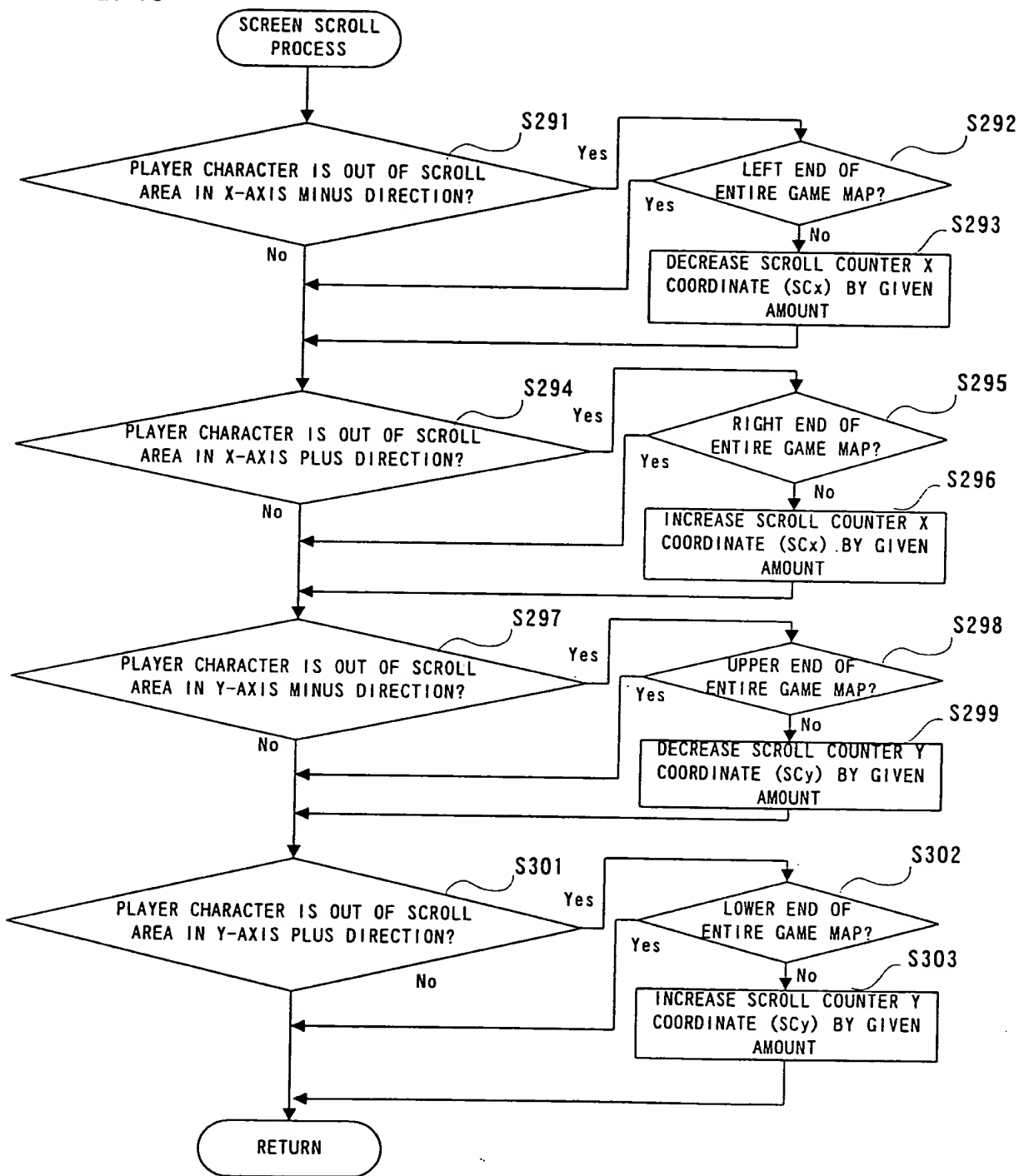


FIG. 41

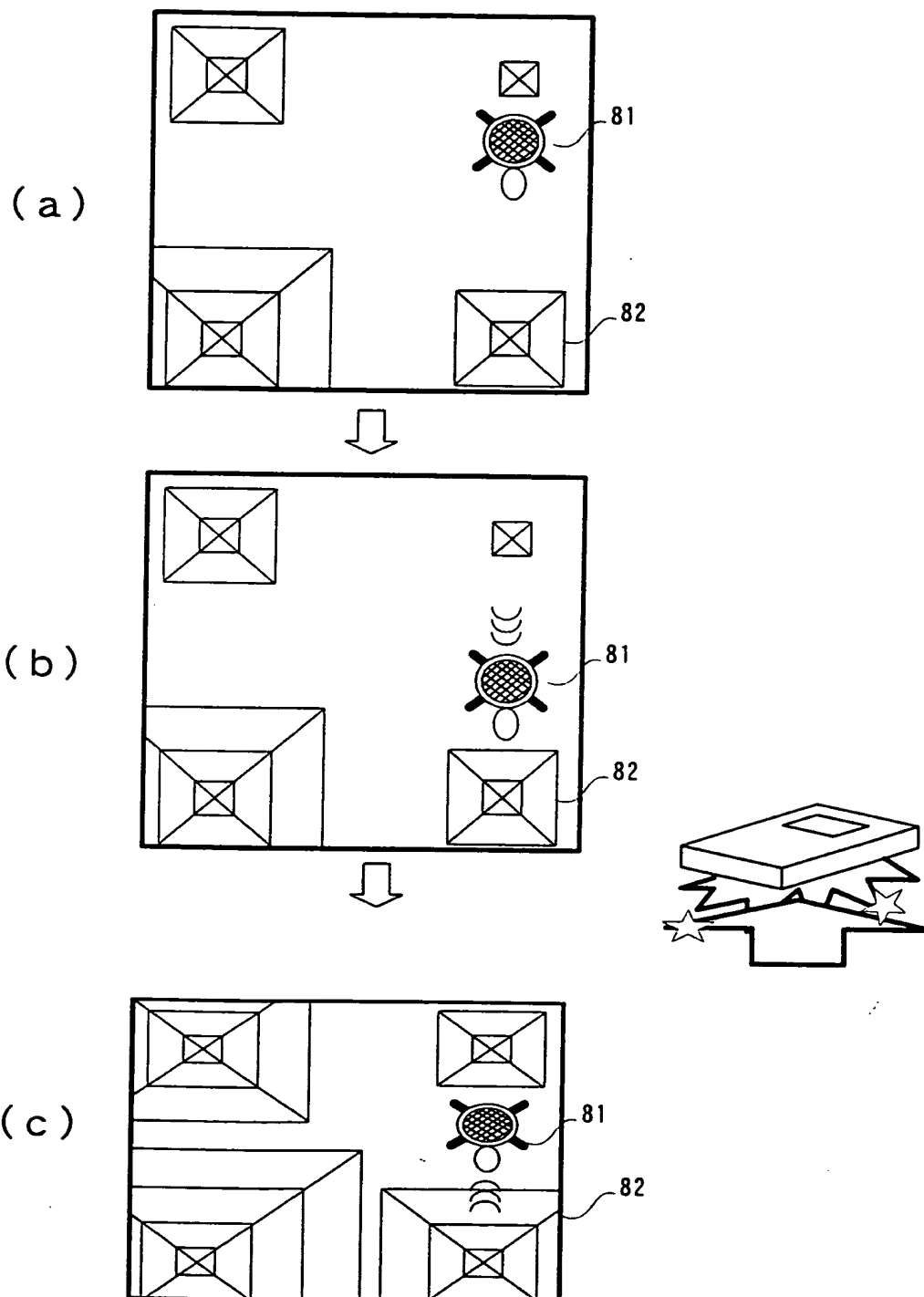
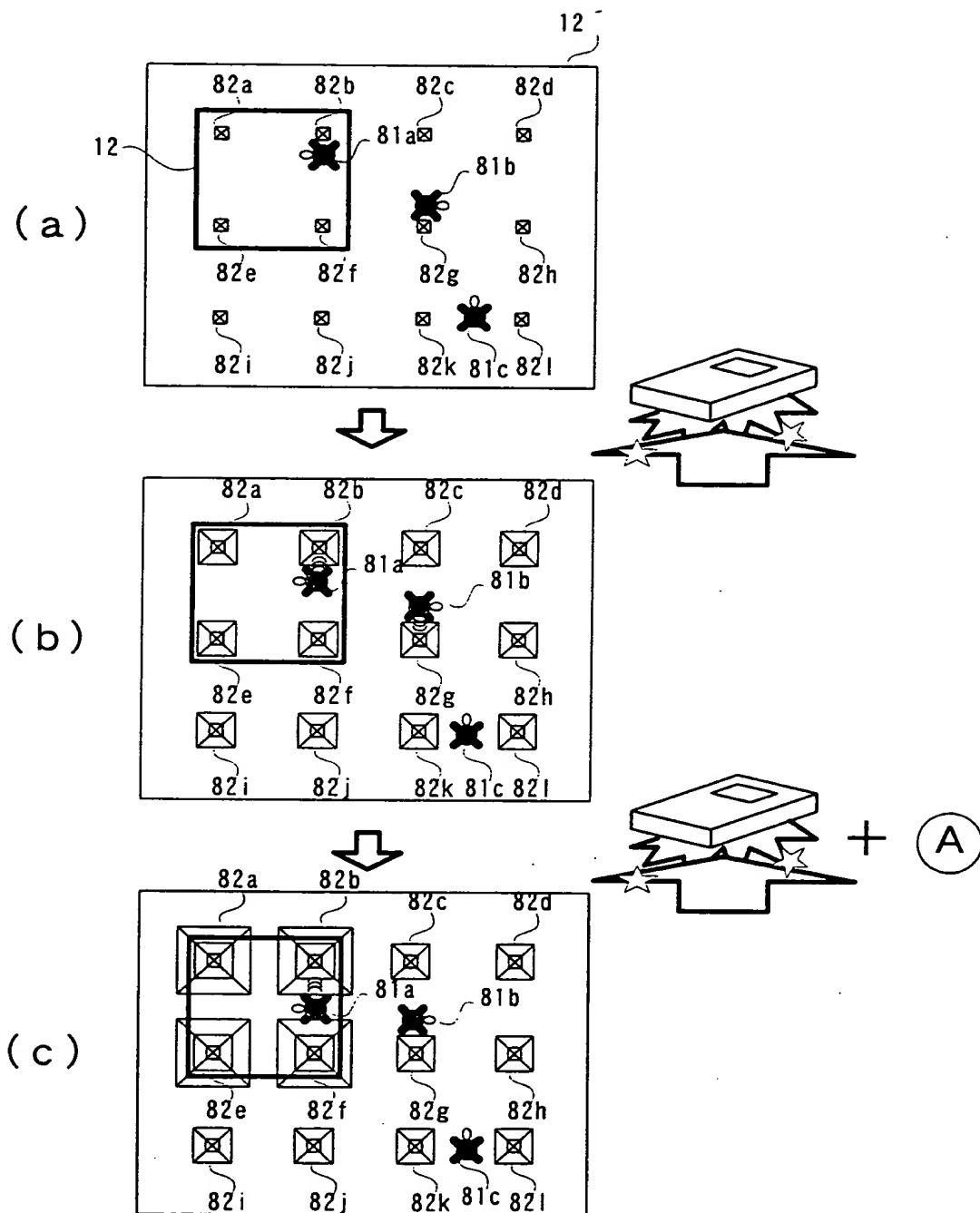
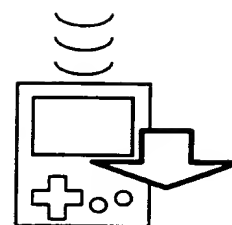


FIG. 42

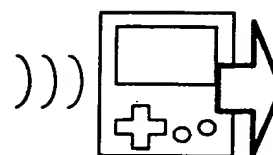




(a)



(b)



(c)

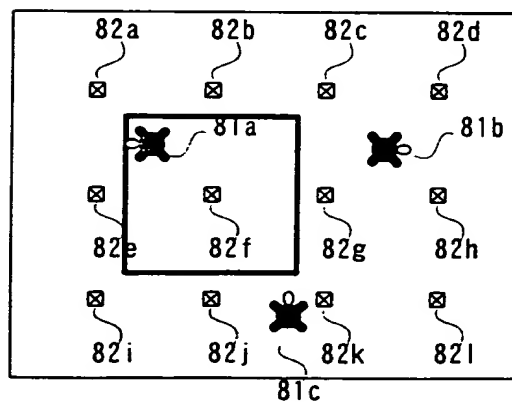
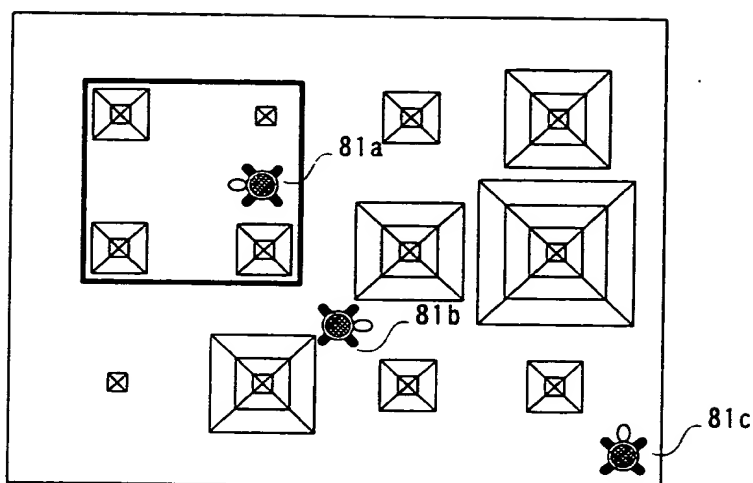




FIG. 44

(a)



(b)

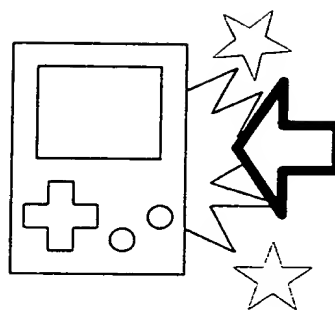
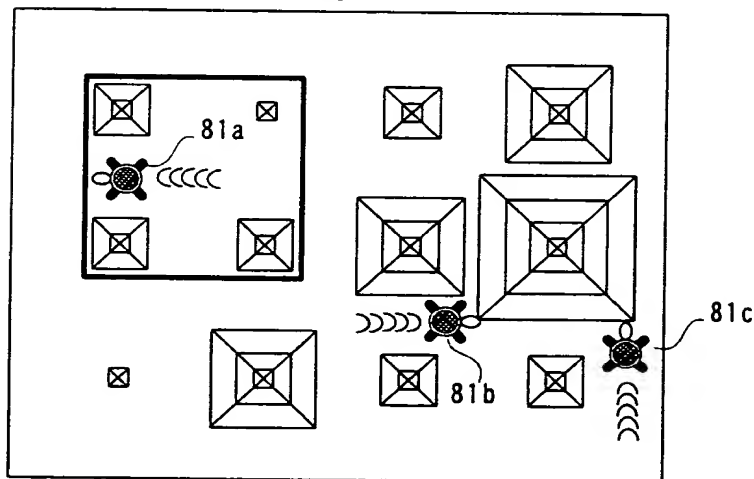




FIG. 45

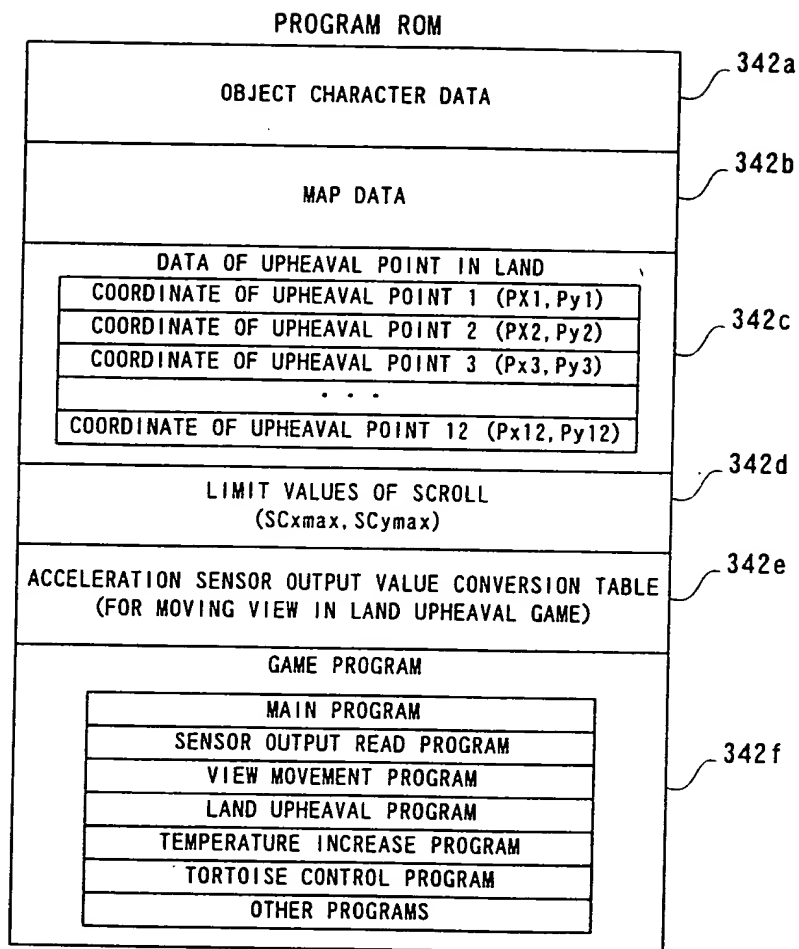




FIG. 46

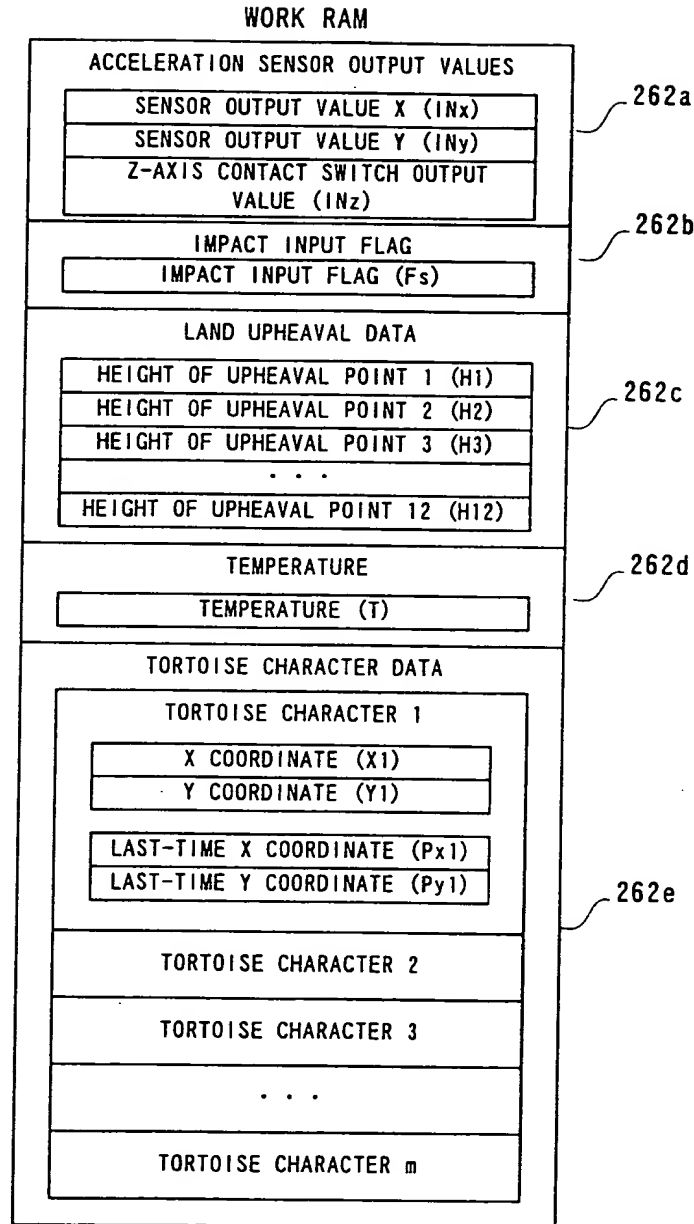




FIG. 47

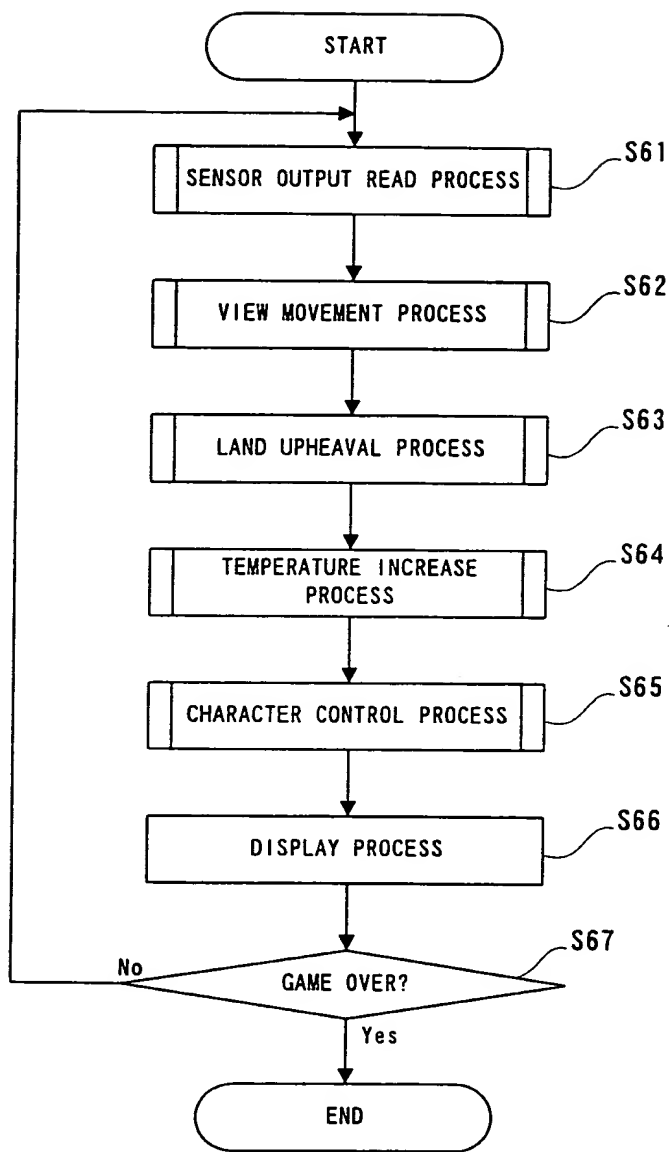




FIG. 48

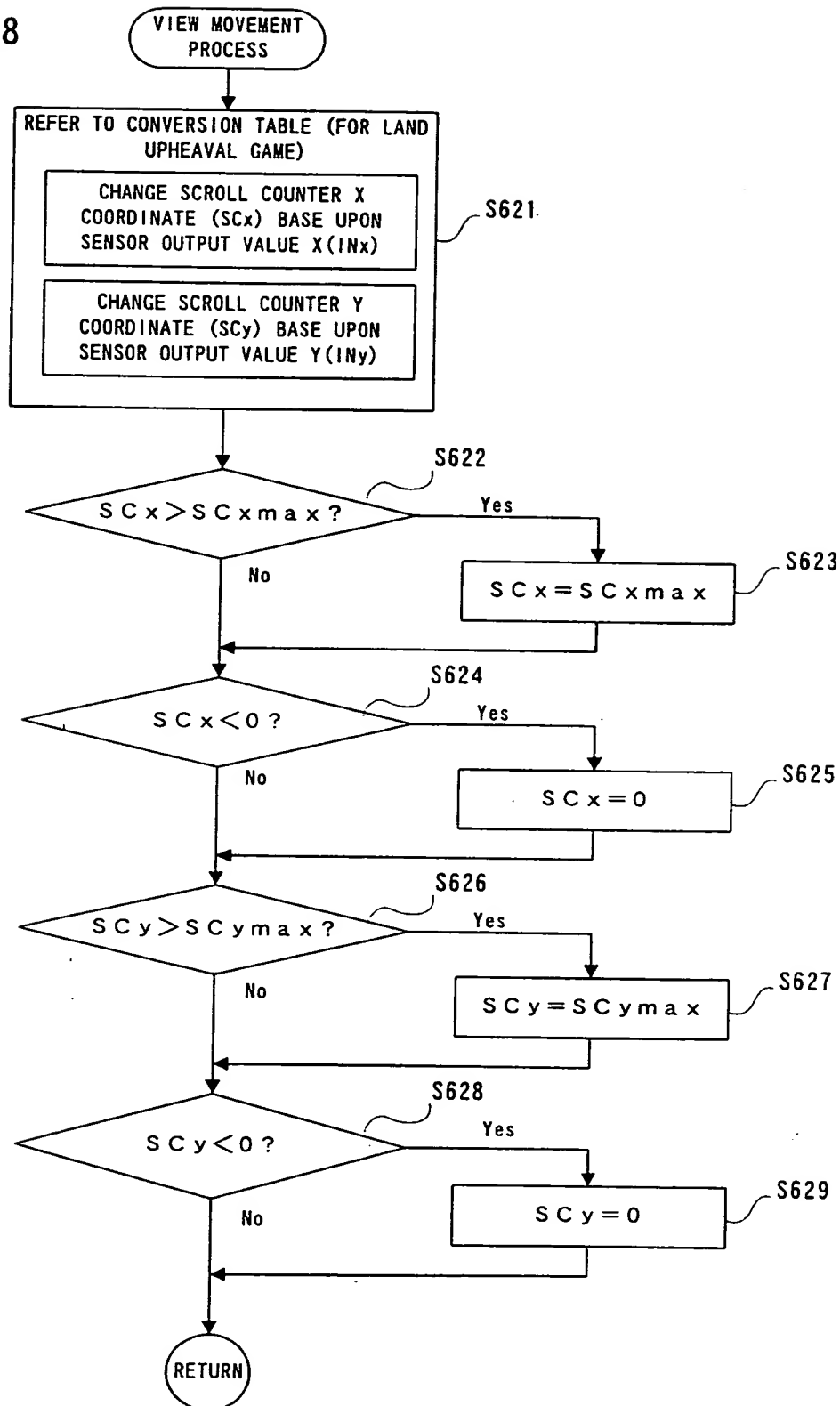




FIG. 49

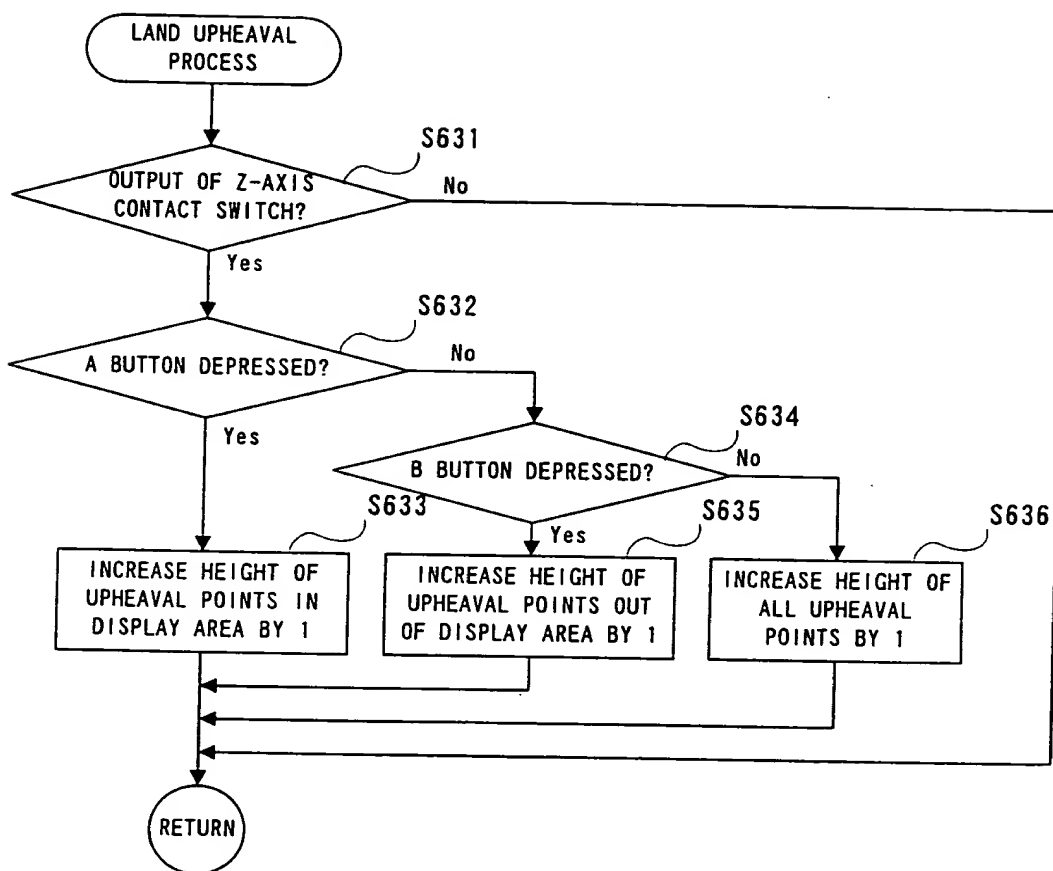




FIG. 50

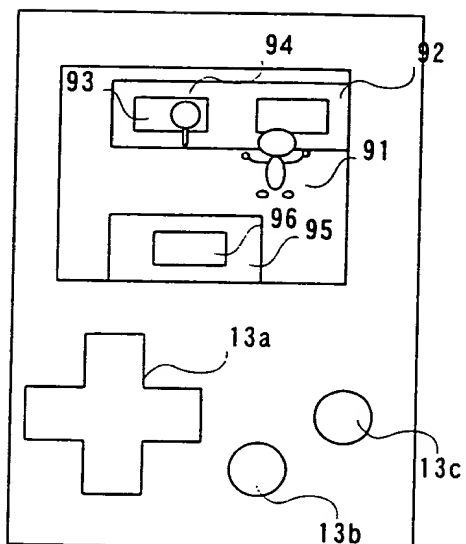






FIG. 51

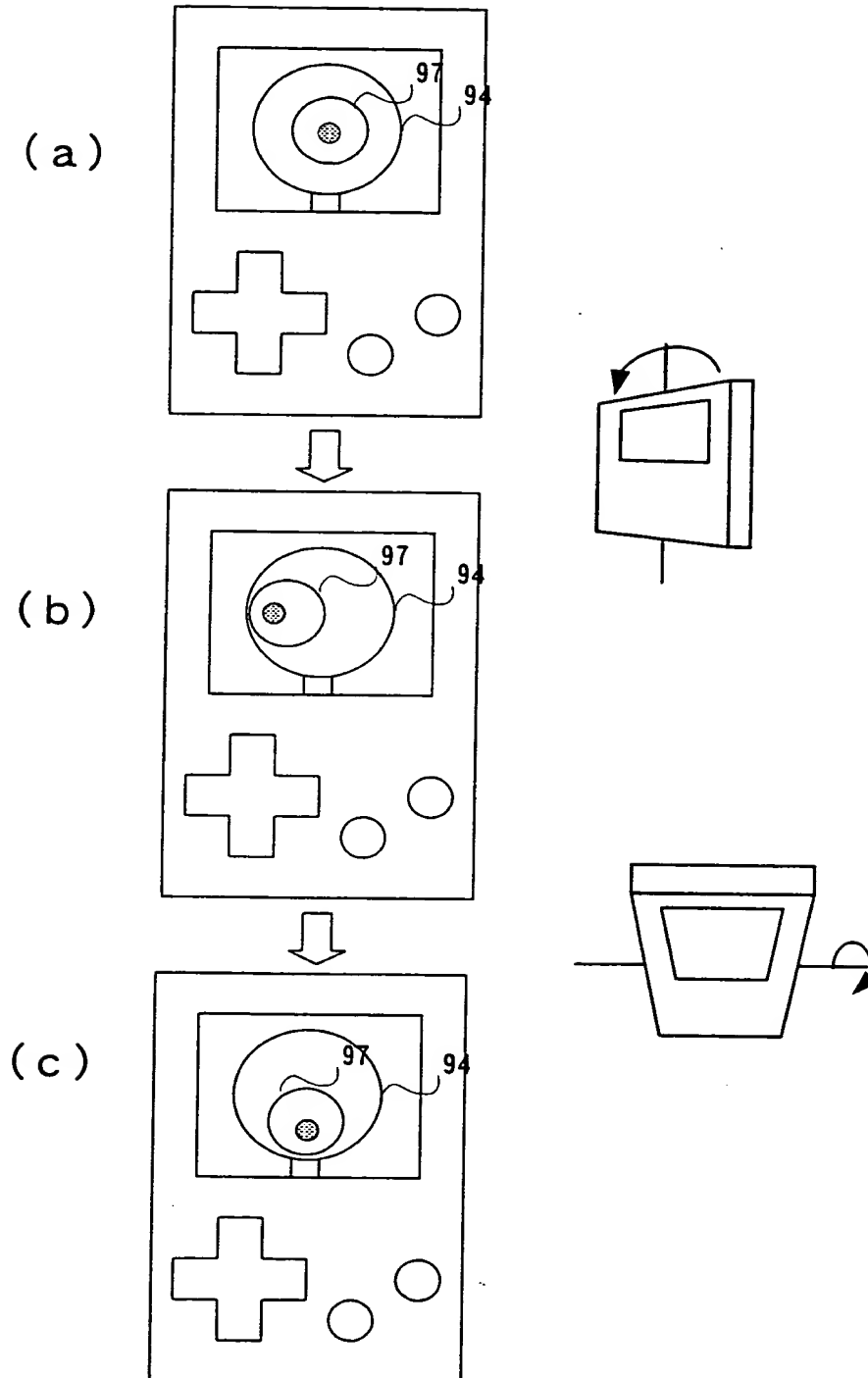




FIG. 52

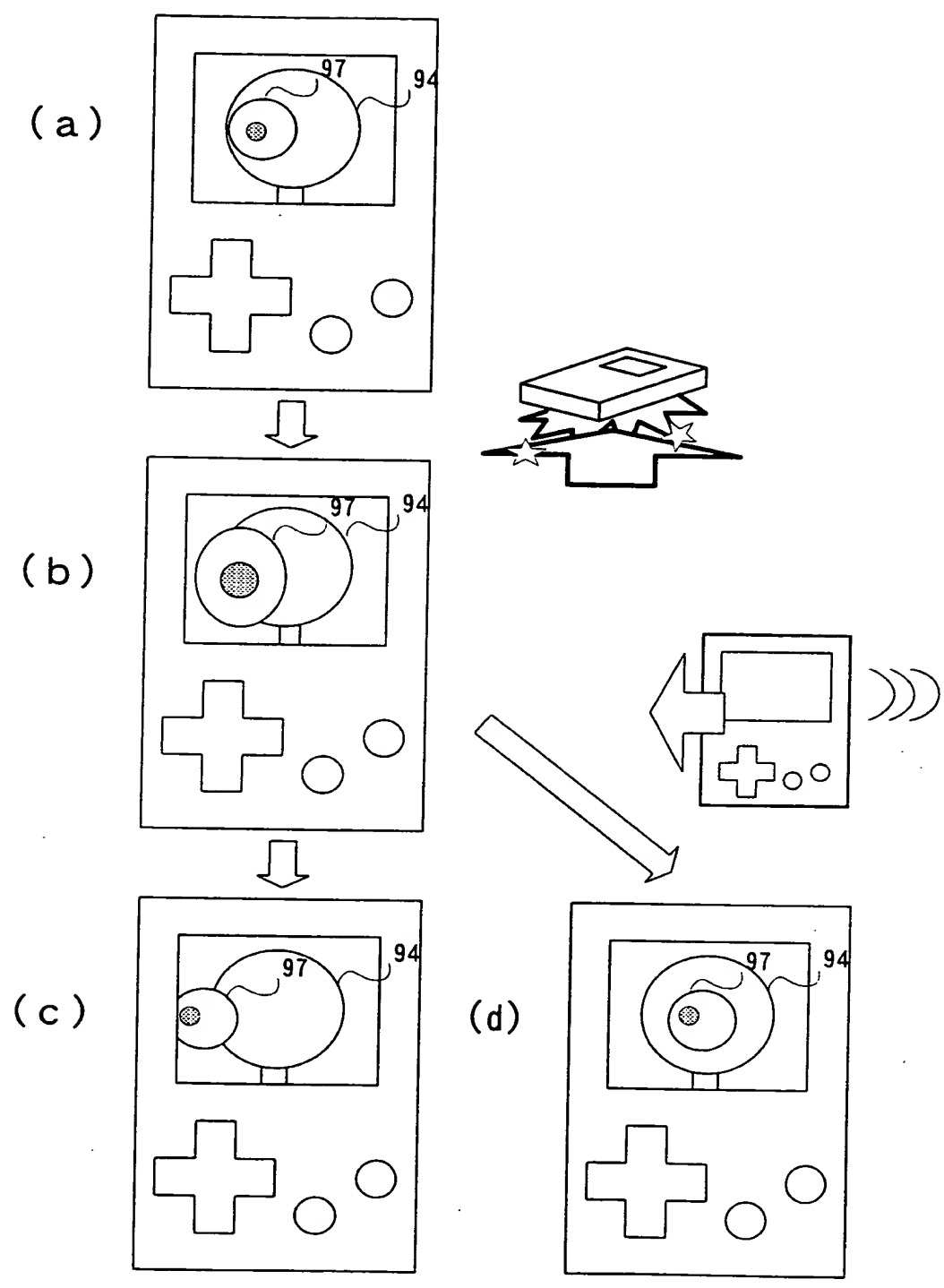


FIG. 53

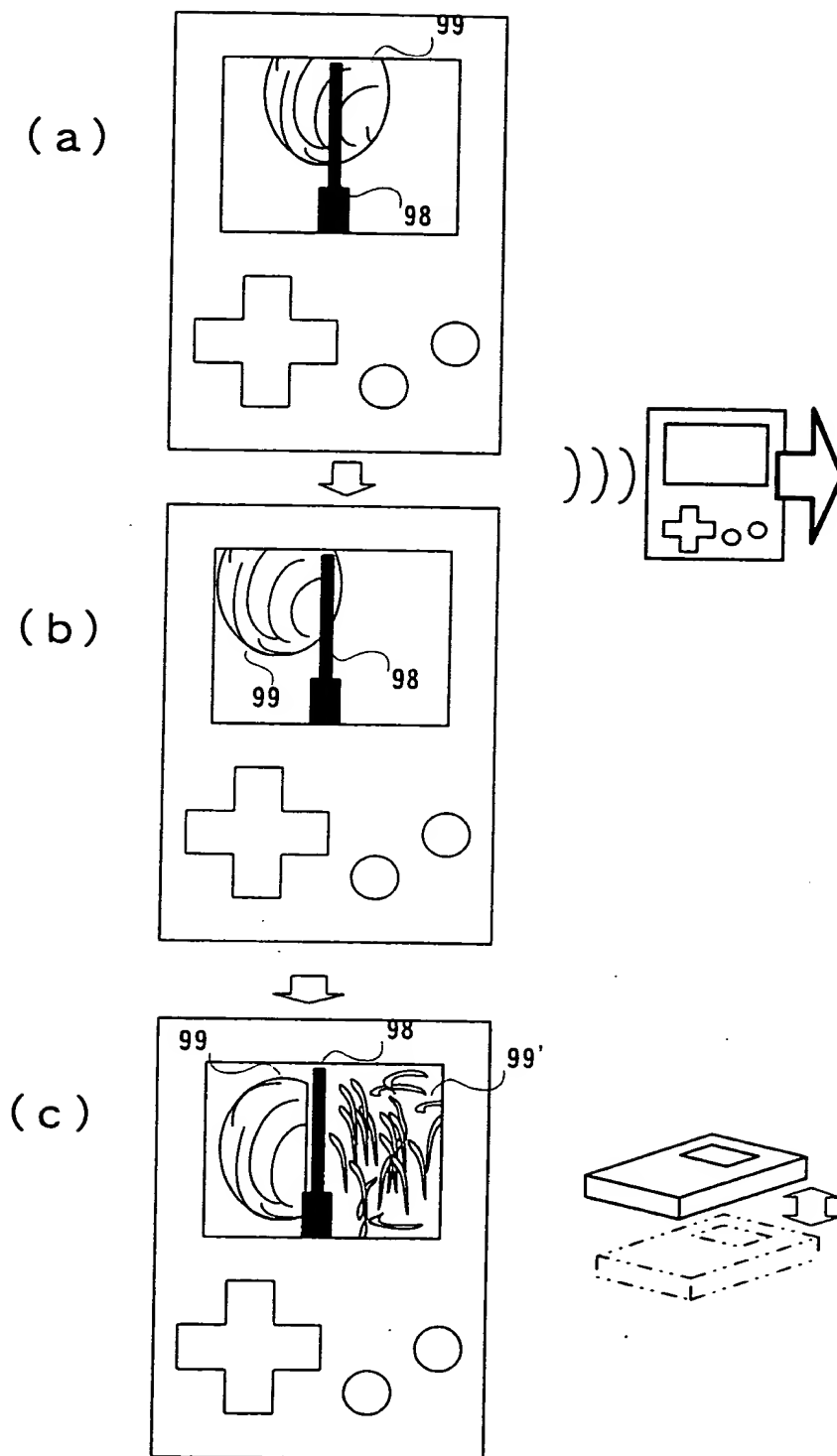


FIG. 54

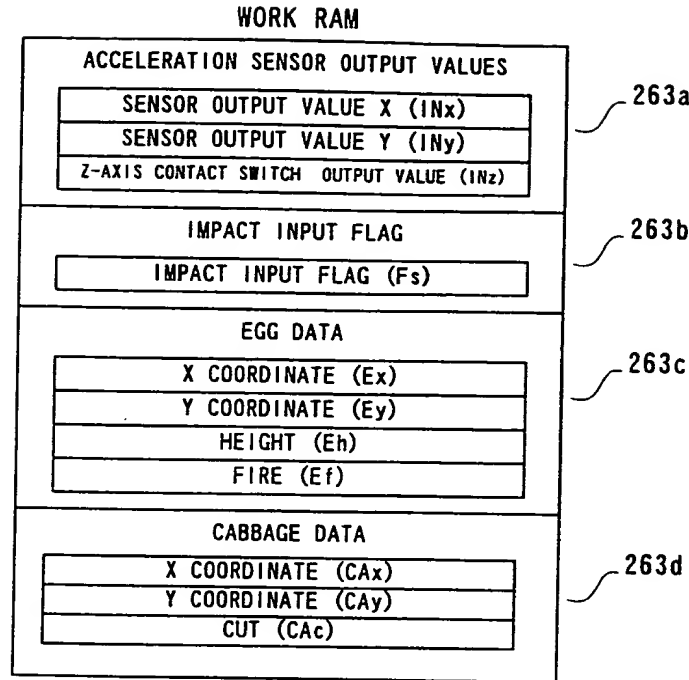


FIG. 55

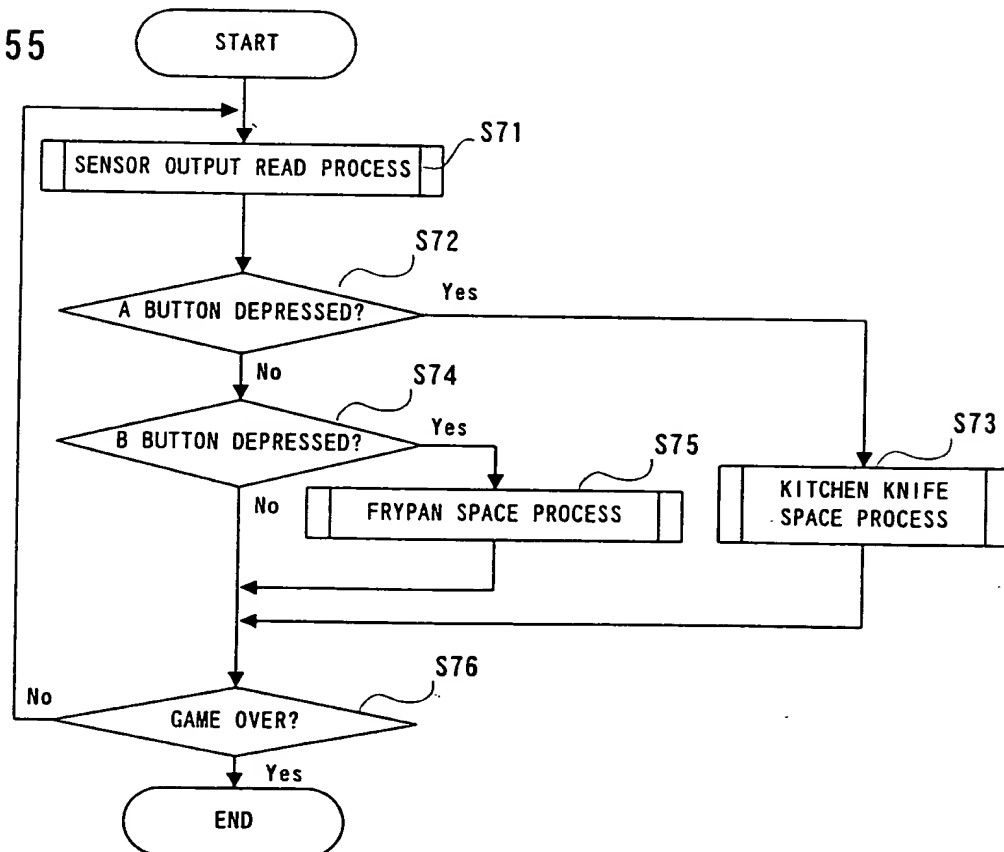


FIG. 56

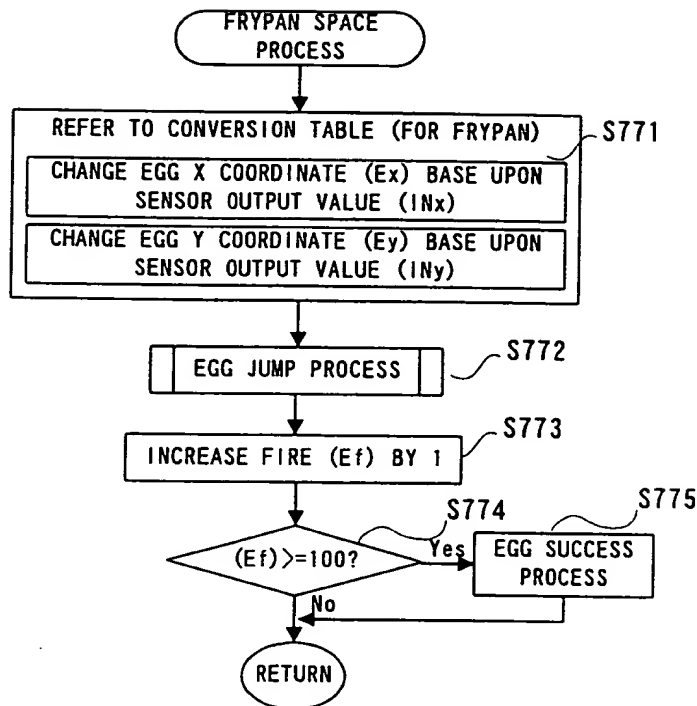


FIG. 57

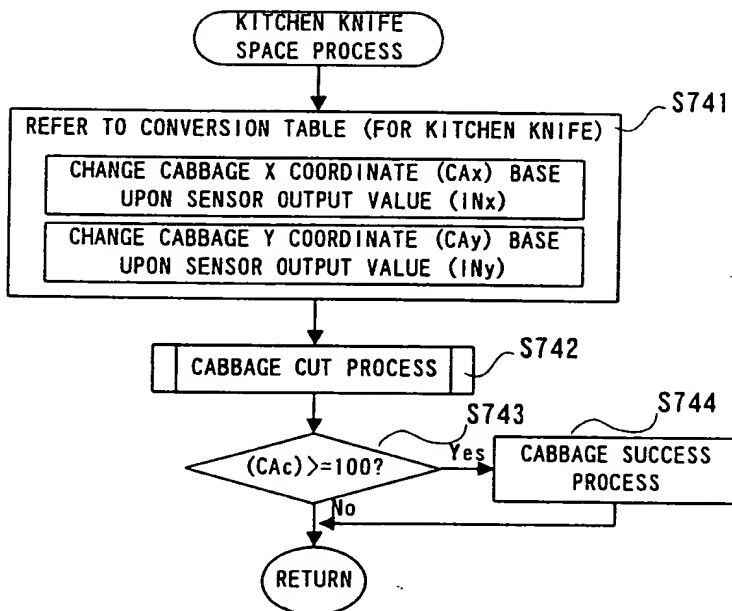


FIG. 58

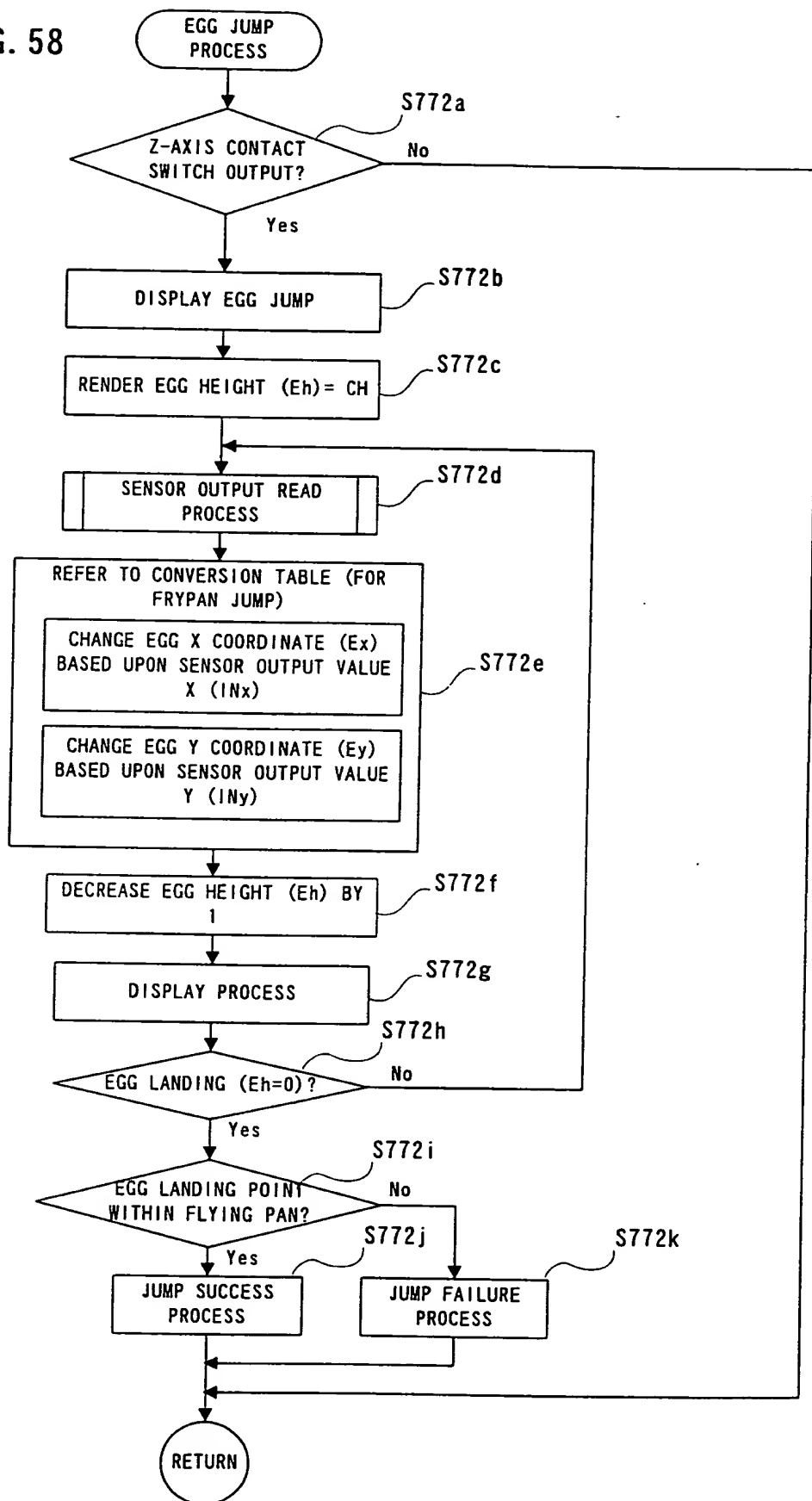




FIG. 59

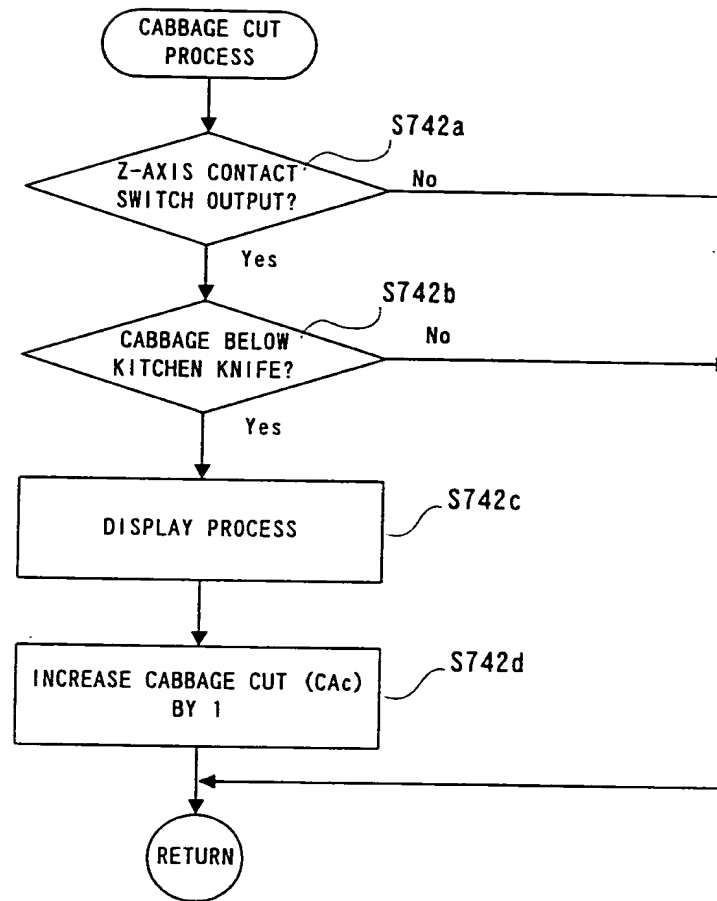




FIG. 60

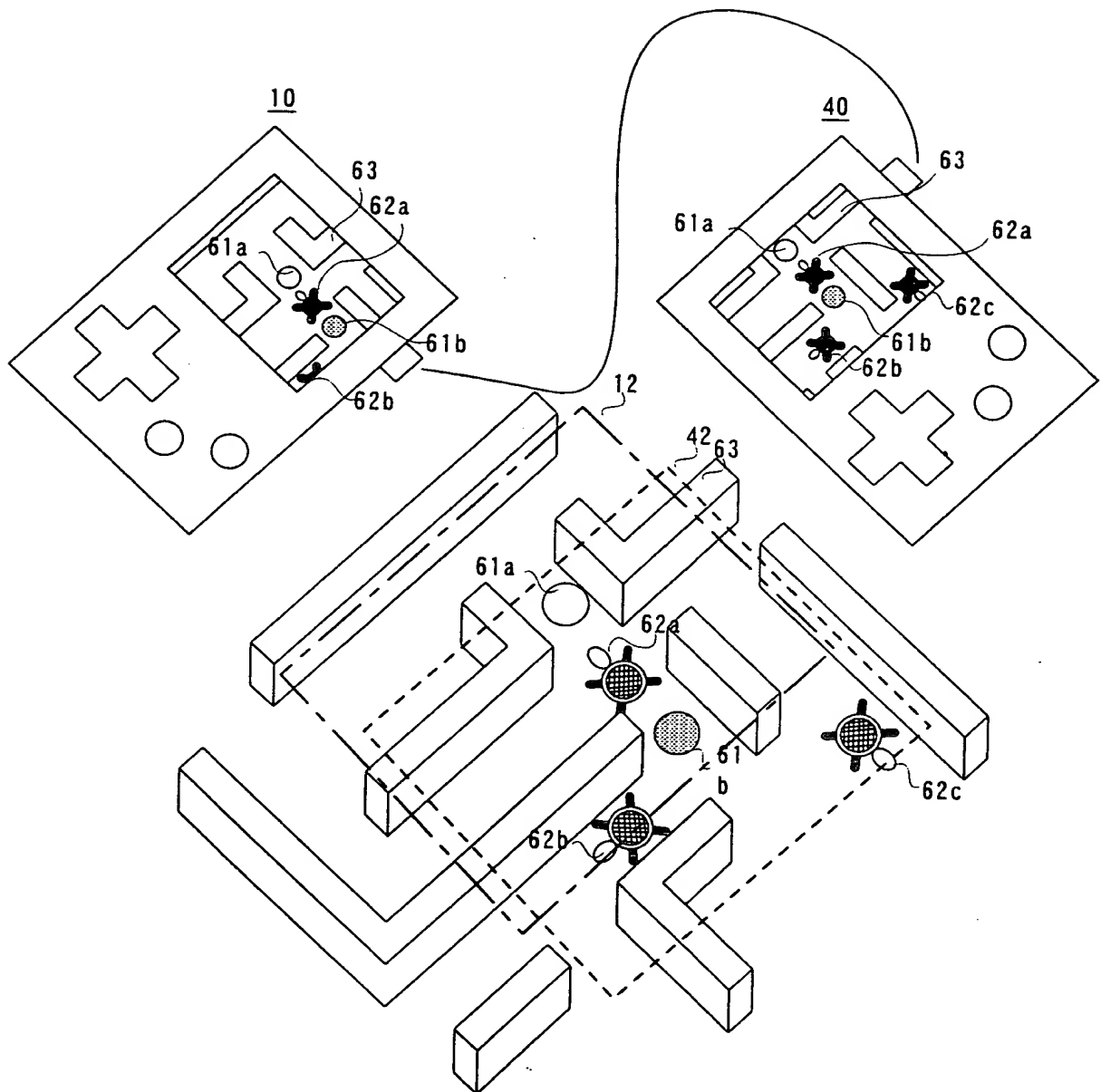






FIG. 61

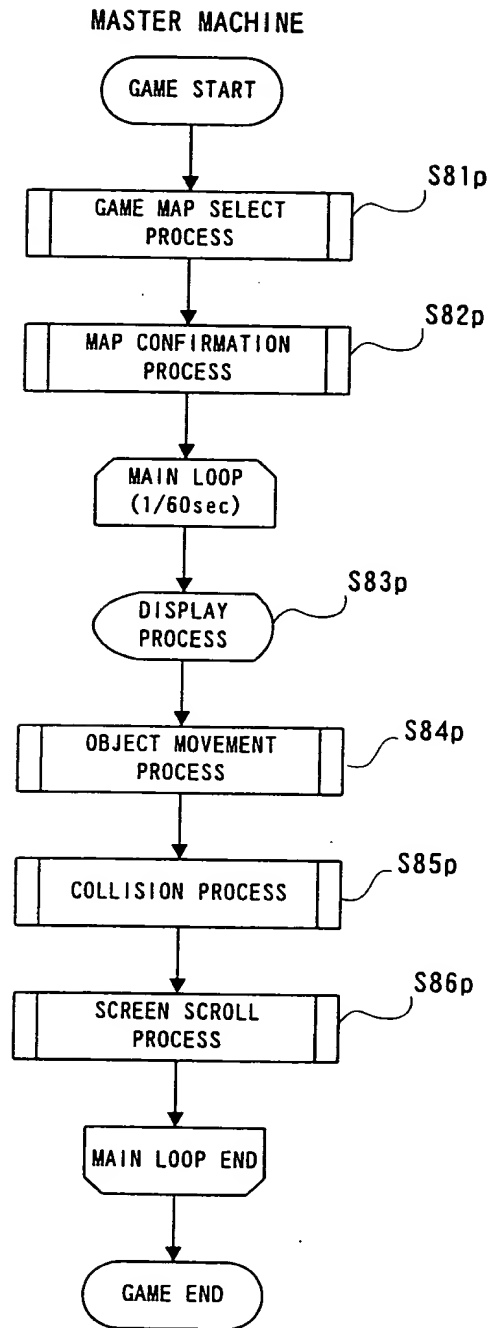
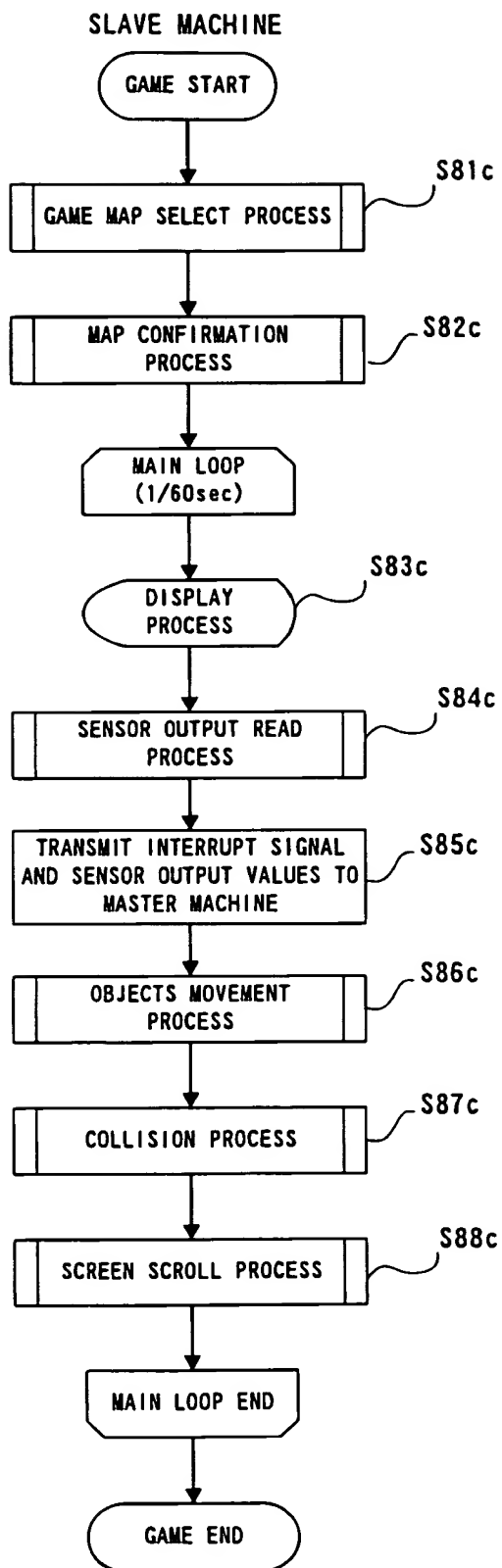




FIG. 62



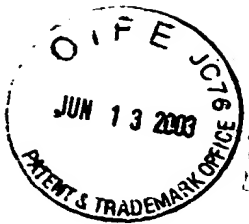


FIG. 63

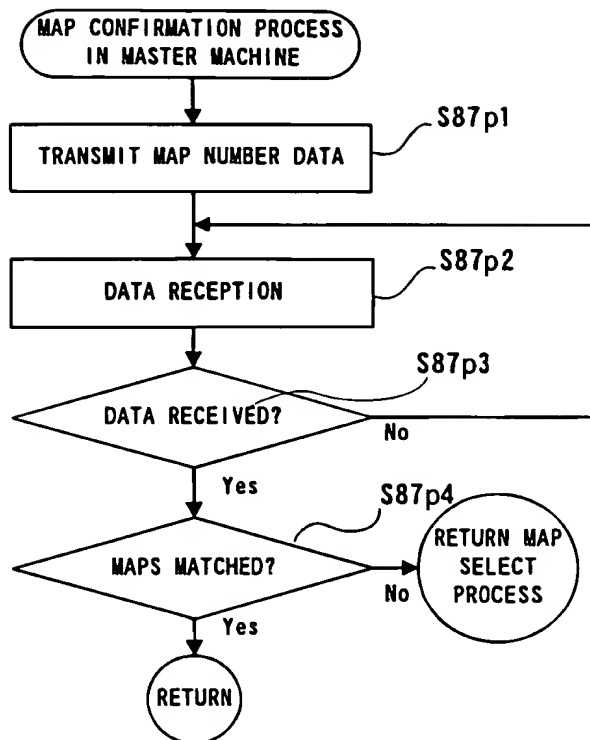


FIG. 64

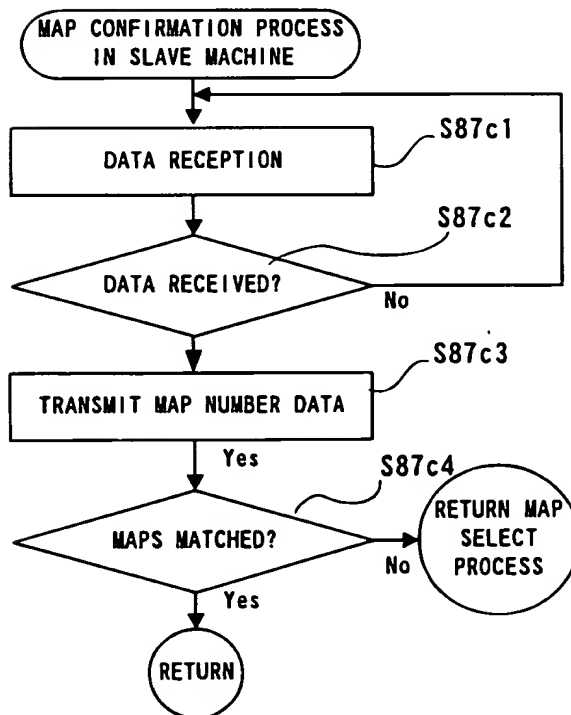




FIG. 65

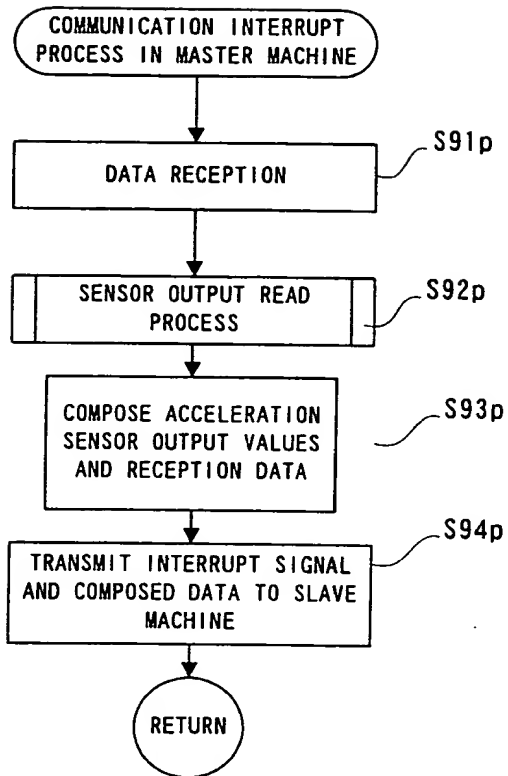


FIG. 66

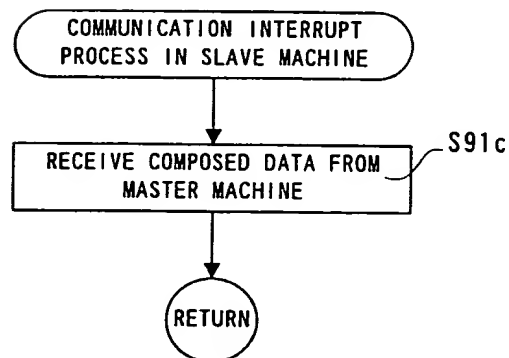




FIG. 67

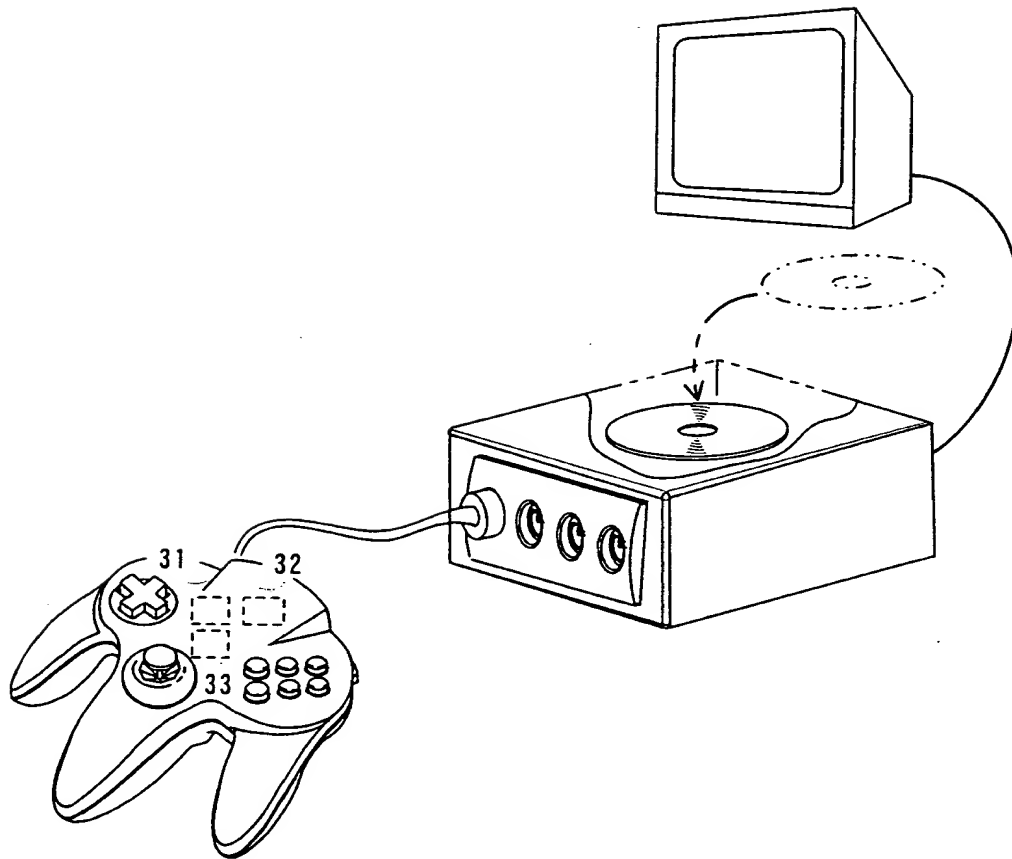




FIG. 68

